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THE INSIDE STORY OF Chathurangam CHESS

B. BHIMA ROW
Chess Critic, Writer Columnist, Freelance Journalist
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BRBK Chess Series - 2004-1

THE INSIDE STORY OF
CHATHURANGAM
(CHESS)

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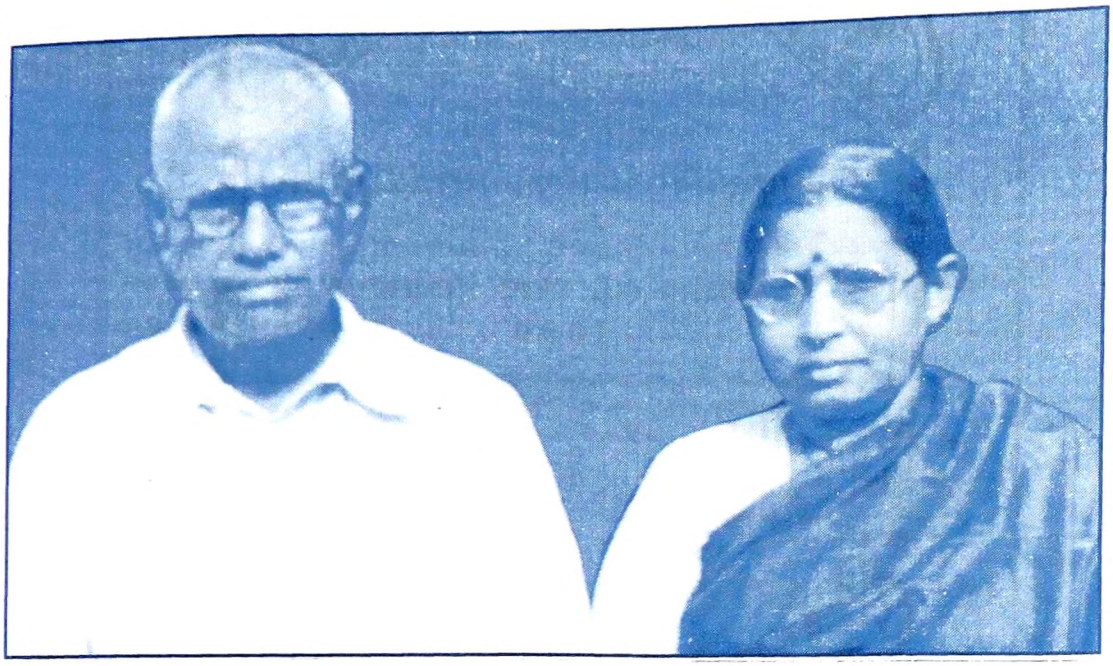

Late Sri B. A. Kameswara Row and Smt. B. Mangamma

My parents Late Sri B. A. Kameswara Row and Late Smt. B. Mangamma, have been of great inspiration to me and gave all the freedom to confidently explore and face the world. Their love and affection for me and the other members of our family had been so immense, that my dedication of this book is only a humble and minute fraction of what we received. In their memory I had brought this book to print even when I was bed ridden after a stroke 8 months back and my dear wife left me alone soon after I hardly recovered from the stroke.

Hyderabad
15-03-2004.

B. Bhima Row
Author

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FOREWORD

Chess is a game of mind where thinking crystalises into strategic action. It is a regime of rules but at the same time, an arena for freewheeling and flow of imagination. Chess brings in discipline and triggers our ingenuity. It keeps us lively, focused and never stray away from the goal. Concentration is the other name for this game of mindscape, which is at once an art as well as a science of Mathematics and Computation. Learning and practice are the anchor sheet for mastering it.

Chess as an intellectual pastime and creative pursuit is an integral part of human civilization. It dates back to centuries old, took birth in India, traversed to many places and saw vicissitudes over the years. We see how this game has come back again to India – the land of its origin in the standardized International system. Information Technology has added a new dimension to it in new millennium. We have witnessed astonishingly as to how a powerful computer could beat the World Champion of the game in our times. Chess has opened up new vistas in terms of technique, methodology and professionalism.

India with its fine traditions of chess from the days of yore is emerging as a pacesetter in this game. The nation has produced eminent chess players. We see of late great interest in chess amongst the children and youth of our country.

There is need for creating awareness about the importance of the art and science of chess. Sri Bommireddypalli Bhima Row, a veteran and a seasoned authority in the game has taken the initiative to come out with a comprehensive introduction and concise treatment of the game in his book "THE INSIDE STORY OF CHATHURANGAM (CHESS)". He deliberately used the word "CHATHURANGAM" in the title to drive home the powerful expression and breadth of Indian connotation.

Sri Bhima Row dedicated his life to the mission of popularizing and creating awareness of the game in our country. His initiatives in this direction are indeed commendable. His book in Telugu entitled "CHATURANGA SHASTRA SANGRAHAM" is a pioneering scholarly attempt and bears ample testimony to his amazing in-depth knowledge of the game.

He is an individual with strong determination and devotion to the cause of chess. Age cannot stifle his enthusiasm; ill health and family problems can never deter him from his chosen path.

The present book in English is born out of his concern for reaching out to wider audience to enrich the practice of the game. I see his original thinking in creative insights coming to the fore in this book. I convey my deep sense of appreciation to Sri Bhima Row garu for his path breaking work.

I am sure this book will be of immense benefit to all those interested in the game of chess. I wish his endeavour all success.

[J. ANANTHA SWAMY]

About the Author

B. Bhima Row

Mr. B. Bhima Row was awarded the International Arbitor Title by the FIDE Congress Paris in 1987. He received the National Arbitor Title from AICF in India earlier.

He is a great lover of the game of Chess and Chess critic, columnist, Freelance journalist & FIDE Internationa Arbitor, and as a prolific writer he has written several articles on chess in several newspapers and magazines. He is also a freelance journalist. He had widely travelled in India and conducted tournaments in Chess. He had worked for popularisation of chess among women and school children. He has conducted 2000 millennium-Chess Awareness Programme in the Twin Cities of Hyderabad and Secunderabad. Chess as a medium has helped him to improve his contacts with people and social work. He has given several simultanious (40 players) and Blindfold exhibition games in public to popularise the game.

All this work has earned him the prestigious Award - "1999 Man of the Year" from the ABI. He has written a concise reference book on the Science of Chess in Telugu, which was released on February 5, 2003. He has suggested a few changes to be made in the game of chess and organization, for improving it still further.

This book in English is completed while being sick and is written keeping in view the necessity for educating the parents of children in different age groups. This book helps chess lovers to know the rules, procedures, organizations, titles, ratings etc. in Chess. All this forms the Inside Story of Chess. Since the game of chess is born in India, he has suggested that it should be called Chathurangam accordingly. He has dealt with all aspects of chess like problems extensively. He has given number of instructive popular games with many diagrams which have been analyzed in depth. This will enable players to improve their games.

He is the founder member and Director of C-DOC Organization. After retirement from AIR he has devoted all his time and energy for development of chess. He has conducted summer coaching camps in chess under YMCA-Vizag for more then 1600 children in 12 years. He has held several positions in chess organisation in several states in the course of his service in AIR.

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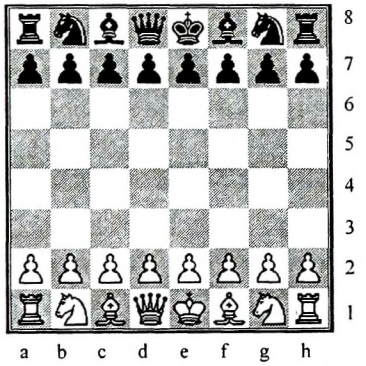
1 Chathurangam (Chess) then and now

1.0 History of Chathurangam and its birth

Chathurangam was born in India as a game, as an art (and kreeda), as an entertainer but travelled through the Arab countries and the west, where it was known as ***Chess****. During this travel, it had undergone lots of changes and again entered India in the International Style, and we had to learn again our own game.*

As we were not familiar with the International system, we lagged behind until Sultan Khan learnt English language and also the International System. He had to play against world class players like **Capa Blanca** (Cuba) and **Alekhine** of Russia besides **Rubinstein** and others. He became the British Champion and participated in 1933 Olympiad.

World famous, Vishwanath Anand and nine times Indian Champion Manual Aaron, put India on the World map of Chess, Recently Hampi and Hari Krishna distinguished themselves in the children's festival. Among Women, Vijaya Lakshmi and Hampi both earned Woman Grand Master Titles.



Is Chathurangam (Chess), an Art or Entertainer?

Amongst 64 arts, it

obtained the top position. It has become a very attractive and entertaining game. Through this man can show his capabilities easily. Cricket has been hailed as a gentleman's game but we have seen how it deteriorated in recent times with rigging and other ways. But chess became a popular game in the West. No wonders in America, parents are encouraging children to learn chess through computer, with an idea that, it sharpens the mind and the brain.

In our Epics

Chathurangam (Chess) flourished not only in Indian Epics but also in Rig Veda **King Ravana** was an addict of battles. His wife **Mandodari** wanted to divert him from that addiction and created this game which gave all the procedures and progress of battles on the board.

Firdousi and Puranic Shahnamah

Besides the above stories, in the 10th Century, a persian Tajik poet by name Firdousi, in his classic Shahnamah, described the game of chess. The story goes that when the King was dead, both the sons wanted the throne and become the King, and they were engaged in internecine warfare between the two. The Raj Maata (Queen Mother) was disgusted with their quarrels. The younger brother namely Gav died. Raj Maatha was upset and then blamed the elder brother Talkhand as having killed his brother purposefully. Talkhand tried his best to dispel that blame in many ways. Finally to convince the Raj Maatha, he called all the intelligentia and asked them for a solution. He wanted to show his mother, how his brother could have lost his life in the process of battle. One wise gentleman from India one day approached the king with a game and chess pieces made of Ivory to show how the battle normally takes place. The same was shown to the Raj

Maatha and she was satisfied. that Gav was killed while in battle, and not deliberately killed by the elder brother. This story came out in poetic style in that pouranic Shahnamah as Talkhand - Gav Story which gave life to the game of Chess.

Brahmin and 64 Squares

A story written by the British Historian H.J.R. Murray, is in vogue and is in great circulation. The story goes like this. There was once a king who wanted an entertainment, which describes the actual battle. This idea was circulated all over the country, One poor brahmin, highly intelligent created this on a board and showed it to the king who was very pleased, and then asked the brahmin what he wants in return. This proficient (medhavi) brahmin humbly told him, kindly put one grain of rice in the first square and then go on doubling in each square. The king was astonished at this humble request, and agreed.

But his queen/minister quickly analysed the problem and told the king that if he were to do it, on all the 64 squares, the rice stock at their disposal will not be sufficient. The number of grains is around as estimated 18,446,774,073,709,551,615. The king was immensely pleased with this Brahmin and his request was paid in a suitable way, not necessarily rice grains.

Reasons why this game was called Chathurangam

Chathurangam is connected with battles. The army consists of 4 arms or wings i.e. (Ratha) Chariot, Horse and Elephant, in addition to the soldier. In our (Indian) National Chess they go by the name of elephant, camel and Horse, Soldiers King and Minister. Where as in the international game they are called Rook, Bishop, Knight, Pawns & Queen. But their movements while being same, have some differences

in the pawns' movement and castling by the King. The rules were established firmly by the Federation International Des Echess (FIDE).

Others (Prof. Forbes) believed that this game was played between the period 5400 - 4400 B.C. On the other hand Sir William Jones believes that this game was born 3900 years back.

Grand Master Viswanathan Anana snowing the world chess championship trophy to the President, Mr. K.R. Narayanan, at Rashtrapati Bhavan and P.T. Ummer Koya Secretary, AICF in the middle. To the President's left is Anand's wife, Mrs. Aruna.

- Photo : Shanker Chakravarty (Curtesy Hindu)

1.1 Stalwarts of Chess

There is very little interest in our schools, students and or teachers, regarding this game. On the other hand, this game is looked down upon by them. Though our All India Council of Education has appreciated the game and passed a resolution that this game should be treated as one of the important part of the school curriculum; inspite of it, there is no patranage for this game. The school staff, are worried about competition of syllabus etc. which is exaggerated.

So far, we have learnt how this game of chess was born and after travelling through the middle east, Europe and Egypt, it returned to our country in the International Form. It is a pity, that we have to put our national game behind and learn the same in the International style.

Manual Aaron
9 times Indian Champion

After mastering chess in the International style, our expert Vishwanath Anand could come up and fight the Russian **Kasparov.** In America parents are encouraging their children to learn computers to excel in chess and other fields.

But then, who are our forefathers-ancestors? (Pithamahulu)

Who have excelled in the International style of arena before the arrival of Anand? The world title was won by **Adolf Anderson, Steinitz Alekhine, Capa**

Blanca, Botwinnik, Bobby Fischer, Karpov, Kasparov, etc are all from the west.

We do not seem to have any record of tournaments held before 1925. However in raj darbar, chess was recognised by the kings and their courtiers. For the present we may accept that no tournament has taken place before 1925.

Boris Kotisch Arrives in India

The Nawab of Patiala conducted a tournament in Chile (Punjab) after inviting the International Grand Master, from Yugoslavia **Boris Kotisch**. In this tournament about 12 Indian Masters had taken part. Among them, Narayana Rao Joshi of Miraj, B.K. Khadilkar of Sangli, Kisan lal of Mathura, S.V.Bodas of Sangli, besides Ramsukh Kaka etc., battled with him and finally Narayan Rao Joshi stood first, Kotisch second and Kishanlal came third.

After 1928 Meer Sultan Khan showed his prowess though he was not familiar with the English Language. He learnt English

Meer Sultan Khan

and mastered the International System and he became the British Champion in 1929, in England. Further representing England, he participated in Olympics on behalf of England and defeated well known champions like Capa Blanca and he drew against Alekhine, and frightened the western arena of Chess. Before we try to know more details of this expert, it is appropriate to know our heritage.

Who is this

gentleman, that created fear among the western players? He was born in 1905 in a village called Mitta, in Punjab. He learnt chess from his father and at the age of 21, he showed his proficiency. **Nawab Sir Umar Hayath Khan** (Punjab) learnt about this brilliant player and he decided that this player should enter the International Field. Before that, the only problem with him was that he was not familiar with English Language. In 1928 a National Tournament was held wherein the existing Indian Players of repute participated. In this tournament, Besides him,

Capa Blanca

Narayan Rao Joshi, S.V. Bodas, V.N.Gadre, R amsukh Kaka, S.J. Roultan, Mansoor Haasan, Gurubaksh Rai & Morbal etc participated and tried their best to win the tournament.

In this tournament Sultan Khan Scored $8^1/_2$ points out of 9, and stood first easily.

Victory over Capa Blanca (Cuba)

Sultan Khan did not know English Language. Besides, not familiar with the International Style. So Sir Hayath Khan took him to England and made him learn the International System and the English Language from the Chess masters there. Thus he gave the opportunity of changing his style of play. He did not disappiont Sir Hayath Khan by winning the British Championship in 1929, in England. The Britishers were surprised and they requested him to represent Britan in the Olympics. In Hamburg 1930, in Prague in 1931, in

Folkstone in 1933, Olympiads he played and obtained their goodwill.

In Prague he obtained $13^1/_2$ points out of 17 possible. He played on the first board. He demonstrated his capacity. His win over Flohr, Rubinstein besides his draw against Alekhine, Bogulbov and frightened the Westerners.

When the **Hastings** chess congress was held in 1930-31, he defeated **Capa Blanca** the ex-world champion in 65 moves.

Queens Indian Opening

Capa Blanca, who was known as Bear, was routed in 65 moves. The surprising thing is that Capa Blanca lost his World Championship title to Alekhine only in the previous year. Can you guess this win over Capa Blanca was possible in which opening? The name of the opening is called **Queen's Indian Opening** which is our National Opening. Another surprising thing is, the present world champion Kasporov adopted this opening and defeated Petroshian. This Petroshian was hardly 12 months old at that time of the match between Capa Blanca and Sulthan Khan.

But then in 1933, he returned to our country and in 1935 defeated Khadilkar in 10 games, scoring $9^1/_2$ points and obtained the National title. This seems to be the last game known to us. Later, he left for Pakistan and spent his time in Sargoda where Sir Hayath Khan gave him a farm. In 1966, on May 25th it is learnt, that he expired. There was more interest in the 4 cities Madras, Mumbai, Delhi & Kolkata.

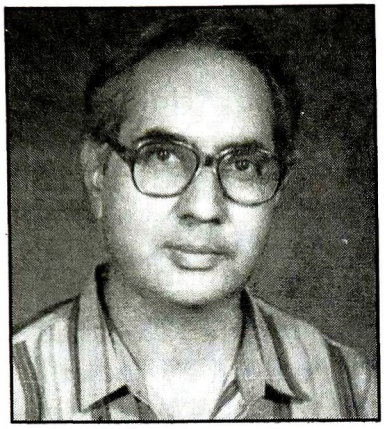
Indian Chess Championships

After Meer Sultan Khan (1905-May 25, 1966) we have no information regarding any chess activity, until All India Chess Federation (AICF) was formed in 1951. But only in

1955, the first All India Chess tournament was held. De Venkaiah from Andhra and R.B.Sapre from Maharastra jointly shared the title scoring 11 points each.

In our Chess arena, the following experts won the title.

1. 1955 - D.Venkaiah (A.P.)
2. - R.B. Sapre (Maha)
3. 1957 - Ramdas Gupta (U.P.)
4. 1959-61 Manuel Aaron (T.N.)
5. 1963 - Farookh Ali (Maha)
6. 1965 - Rusi Madan (Maha)
7. 1967 - S.Naseer Ali (U.P.)
8. 1968-Manual Aaron (T.N.)
9. 1969-Manual Aaron (T.N.)
10. 1971-Manual Aaron (T.N.)
11. 1972-Manual Aaron (T.N.)
12. 1973-Manual Aaron (T.N.)
13. 1974-Manual Aaron (T.N.)
14. 1975-R.Ravi Sekhar (A.P.)
15. 1976- Manual Aaron (T.N.)
16. 1977- Rafiq Khan (M.P.)



Prof. Dr. B.R.M. Gandhi, Ph.D.
Consultant, Cybernetics and Artificial Intelligence

17. 1978- Parameshwaran (T.N.)

Later Ravi Kumar, Baruva Thipse, D.V.Prasad, Lanka Ravi, Vishwanath Anand, Kunte, Krishnan etc won the national Championship. From the above we can see that **Manual Aaron won the title 9 times.** But sadly he did not bother to obtain the grand master title. In our country, the most devoted chess player is Manual Aaron. Most of the above players obtained the International Master title but Anand, Barua, Thipse Kunte,

Krishnan, Hari Krishna, obtained the Grand Master title also. Hari Krishna obtained the Grand Master title in the shortest possible time.

Women in Chess

We have violated the tradition namely "ladies first". Hence, let us learn abount Women also who have obtained the International Master title. Among them **Khadilkar Sisters** are to be specially remembered. These women became National Champions. **Rohini** the youngest won the Asian Championship also and was called the **Asian Queen of Chess.**

The following women won the National Championship.

1. Khadilkar Sisters namely Vasanthi Jayashree and Rohini.

2. Bhagyashree Thipse

3. S. Vijayalakshmi (T.N.) She obtained Grand master title of women.

International Women Masters
Khadilkar Sisters, Vasanti, Jayasree, Rohini

Khadilkar Sisters

4. Mrunalini Kunte

5. Swathi Ghatte

6. **Koneru Hampi** who became International master and Grandmaster among men also. This is a **World Record.**

Here you must note that Anand, Hari Krishna and Koneru Hampi all won the world Junior Championship titles also. Vishwanath Anand obtained the world Champion title in the speed type of game.

1.2 The Shield is More Powerful than the Sword

In cards game "Bridge" they define "Offence is the best form for defence". In chess also it is applicable but former chess champions were inclined towards offence instead of defence. But inspite of brilliance, there were times when they have even lost the game in winning positions. In the present day, our champions follow the theme in a changed version. "Discretion is the better part of valour" and go for defence only.

In order to get the appreciation from the gallery some of the players without assessing the opponents strength, resort to offence, and then lose. The present day experts have no liking for this type of recklessness in attacking and losing the game. Instead they prefer defence which will reverse later the offence. After completely assessing the opponent's strength, the present day champions fully prefer defence against offence, Thats why we see so many drawn games. They play steadily for a draw but the moment there is an opportunity/chance for offence, they attack and win the game. This we describe as **"Shield is not afraid of the Sword"**

Who is the first World Chess Champion

In 19th Century, there used to be many tournaments and several people won. It was very difficult to say or identify who was the greatest. But they had a peculiar procedure for declaring a player as a world's best player. Besides this, these tournaments were not conducted regularly - some times more in one year and none in the next two years. The confusion was so

immense as there was no system or an organiser to control this.

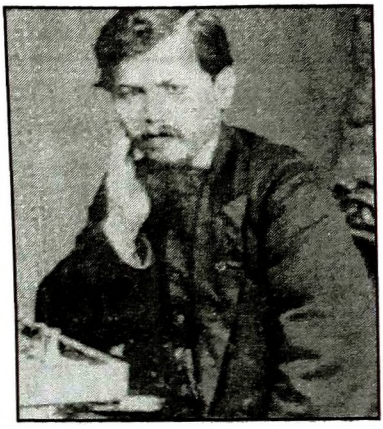
Therefore they used to identify a player who had won many tournaments. This player used to specify, who will challenge him, in 5 or 10 games. The winner after these specified games used to be declared the best player in the world. Because of this several players who had the capacity and strength, could not challenge him, as it was left to the player to choose his opponent. This confusion stopped after the birth of FIDE in 1924. In Paris the following players were crowned as World Champions.

1. Frankoyi Phildorf 1747-1795
2. Alexander Dispalis -1815
3. Lewidela Bordnoi - 1820
4. Piere the Saint Amont - 1840

(all the above 4 are Frenchmen)

5. Howard Staunton - English 1843

Wilhelm Steinitz
First World Champion



Wilhelm Steinitz

6. Adolf Anderson - German 1851

This player was recognised as the first World Champion.

7. Paul Morphy - USA 1858
8. Adolf Anderson - 1859
9. Wilhem Steinitz - Austria 1866
10. Ammanual Lasker - German 1894
11. Joseph R Capa Blanca - Cuba 1921
12. Dr. Alexander Androwitch Alekhine known as A.A. Alakhine - France 1927

13. Max Euwe - Holland 1935 - 37
14. Dr. Micheal Bottwinick USSR1948
15. Vassily Smislav USSR 1957
16. Micheal Bottwinick 1958
17. Micheal Tall USSR 1960
18. Micheal Bottwinick 1961
19. Tigran Petrotian USSR 1962
20. Borris Spassky USSR 1963
21. Robert Fischer USA 1972-75

22. Anotholy Karpov USSR

In 1975, Bobby Fischer, the American refused to play unless FIDE accepted his terms. He was complaining that all the Russians by mutual understanding, project one among them to win more points. Besides, the procedure was that the defending Champion was to be defeated by the challenger and when drawn equally he retains the title and holder retains championship. This rule was taken advantage of by the Russians in drawing all the games and they never tried to win. Fischer said they never tried to win. Fischer wanted this rule changed and the existing champion must try to win over the challenger, and not draw the games, and equalise.

Dr. A.A. Alekhine

23. **Garry Kasporov** USSR 1985

After this, Kasporov, has formed a separate association calling it Grand Masters Association demanding high prize money. By this, he defeated Nigel Short later Anand and became the World Champion. Now there are two world champions. One Karpov recognised by FIDE and the other one Kasporov by the Grand Master's Association.

1.3 Chess - Its Influence Over Society

Maya Chiburdnitze *was the world champion among women and she obtained two titles International Master and Grand Master, among men also. She opined that Chess is 30% a game and rest an art, and she defined Chess as a science also.*

Insuch an atomosphere the time has come to evaluate what place has this game attained, in the Society, and hence we are to be greetful to that great lady Chess player.

Chess and our Family

The great Russian writer Alexander Pushkin in his letters to his wife, (who informed him that she was trying to learn chess). "Thank you my dear for learning Chess and Congratulations. Because Chess helps us to win inside and outside of the family and it is a very helpful game". Thus he confirmed his experience in participation in Chess events.

Chess brightens our life as an entertainer and also in celebrations. It is a family game besides helping Children in their studies. It helps to bring togetherness in

Lenin

family and also provides healthy environment.

Chess and Politics

In the Visakhapatnam summer coaching camp inaugurated at YMCA by the Mayor and he told me "Sir I Know only politics but not chess". In response to his

statement I replied "Sir, you told me the truth. In Telugu we have a saying: Sanskrit without the knowledge of Telugu does not know where to go". This applies to you also for, **without knowledge of chess, politics will not shine.** Hence, if you try to know the first move the second one you will automatically make" to which there was great applause.

Vinoba Bhave - Lenin

Gandhiji's desciple was Vinobha Bhave who liked chess immensly. The first socialist and countrie's leader who was also the ruler of the country Russia after the 1917 October revolution, was a devoted Chess player and he also tried to make the game popular among the people in the country. By 1925 his efforts and dreams resulted in the birth of several chess clubs. The people started playing the game with such great interest that they were playing Chess in parks also. In addition, many international tournaments were conducted.

Vinobha Bhave

Chess - Our Schools

In Russia Chess was one of the subjects in the schools. Everyday they learnt one lesson in Chess and also had home work when they go home. They treated the game as science and composing chess problems and solving them became popular. **Sukhmilinsky** the great Russian educationist consirded chess as part of **culture** apart from education and he dreamt and wished Russia to become the leading country in chess in future that resulted in the formation of **Kasprov-Botwinnick school**

of chess later in Moscow.

Mom, Dad and I

Between 1935-1960 chess was so popular that many families took part in the chess academics and they were called **family team events**. Hence here is a lesson which India can follow and bring the game into our families. At present the game of chess has been driven out from the family and it is prospering only outside. If you search the attic in any house in India, you are sure to find an old chess board and few old chess pieces even today. Most probably in some corner of a village surely one can find a grand father and his grand son playing chess and indulging in small playful tiffs.

Neglect in Schools

It is only when the above atmosphere is created in India, Chess game will find a permanent place in our society. It will become a National game once again. At present in schools chess is neglected and the time has come when we have to reverse the situation, For instance hockey was our national game but it is now in the last place. Take the game of cricket: it was considered a gentleman's game. But we know that corruption and politics degraded the game and made it an "ungentlemanly" game.

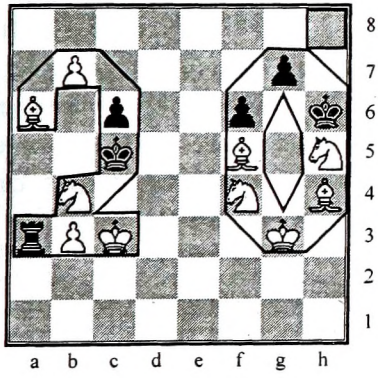
In Chess also the prize money rose to very high stakes and so like cricket, we should not get ungentlemanly status. In the childrens' events there are several cases where some

C-DOC Talent Search Winners - Keerti, Ravi, Nikhilesh Kumar (The present Asian U-14 Champion), Yoganand

children are playing by giving wrong age and playing at a lower age group and winning. It is high time AICF took care in future.

Players and the families that participated in C-DOC events

In connection with the 20th of Yuri Gagarin's Space flight created by Alexander Kudrestov



Two Moves

Chess as Culture

Alexander Kudrastav compared **two problems in one chess board** and showed that there is an art in the game of chess, this he did to celebrate the 20th Gagarin's Anniversary celebration of Gagarin's first space flight. If you carefully look at the diagram, you will find that the pieces were arranged like no 2 in the left half of the board 0 (zero) in the right half as problem and together No. 20 is seen. This shows the problem as 3mover immense interest in creative prowess of art in the composers.

The Chess Pieces were arranged as below

First Problem : 2 Moves

White (W) : Kc3, Ba6, Nb4, pawn b3 and b7-(5) **Black (B):** Kc5, Ra3, pawn c6 -(3)

Second Problem (in right halt) : 3 Moves

White(W) : Kg3, Bf5, Bh4, Nf4, Nh5 - (5) **Black (B):** Kh6, pawns f6 & g7-(3)

1.4 Women in Chess Arena

There is a Telugu saying "Vanithal Nervagarani Vidyagalade Muddara Nerpinchinan" which means "is there any skill which a woman cannot learn if trained with love?".

Shakesphere commented in one of his plays about women : "Vanity thy name is woman" but it was proved wrong by Vera Manchuk of Czecoslavakia a great chess player in her actual life by winning titles playing against men in tournaments.

To actually describe her we may say "weakness thy name is not Vera Manchuk". In 1927 she became the first world woman champion in chess. Not only that, she kept this crown for seven years continuously until her death in 1944.

Vera Manchuk was born in 1906 in Mascow, had early exposure to chess in her school. In her 15th year she shifted to the city of London. At that time, the second world war was in full swing. Germany was attacking England with V-Missiles. In 1944 it so happend that one missile fell and destroyed her home. Her death brought griet to the chess world.

When she was at the age of 21 years she became the **World Women's Chess Champion** and stamped her supremacy in the arena of chess. In 1987 one of the famous Women Grand Master by name Alexandria in Dresden expressed her opinion about chess and its relation to women. "Generally women were preoccupied with household affairs and left the intelectual activities to men. That is one of the reasons why men are in the forefront and women remained backward."

There is good lot of

truth in her opinion, reasons may be many, but one reason we must accept is that while the first world championship among men was conducted in 1847 it was only sad that after 50 years the international tournament was held. Another surprise is that it took 30 more years for conducting the first World Championship for Women.

Vera Manchuk succeeded in men's arena also and defeated many grand masters in men's events. We must note that her performance and brilliance was exhibited before the second world war.

Manchuk Club

Her performances against the grand masters among men were so many that it became a joke that all those who were defeated by her, were considered as 'members of Manchuk Club'.

The after effects of the World War have brought out many problems and mainly the lack of activity in the ladies

Vera Manchuk

arena. After her death, the World Women's Title needed to be filled. And Rodenko to whom the title was handed over, because she won a title in a tournament in which twelve countries had participated. Then on, the Soviet domination in the arena of chess was continued without any opposition until women from Hungary entered the field.

Women Who Became World Chess Champions

1. Vera Manchuk 1927-44 (Czechoslovakia-England)

2. Ludmilla Rudenko 1950-1953 (Russia - Moscow)

3.Elizuveta Bylova 1953-56 (Russia)

4. Olga Rubetsova 1956-58 (Russia)

5. Elizuveta Bylova 1958-62 (Russia)

6. Nono Giprendis Ville 1962-16 years (Georgia-Russia)

7. Maya Chiburdinitze 1976 (Georgia-Russia) and others.

Georgia Phenomena

Nono Giprendis ville and Seventeen year old Maya Chiburdinitze obtained grand masters title amongst men also. This was considered a rare feat in those days. Maya played in the International Grandmasters Tournament in New Delhi, and won the title, which attracted attention of chess players in Asia and she became popular. These two women belonged to Georgia and were called "Georgia Phenomena", but this did not last long. (But this continued until the arrival of Polgar sisters into the arena).

Polgar Sisters

The above phenomena disappeared after the arrival of Polgar sisters. Polgar sisters were three - Susa (19year old), Sophia (14 years), Judith (12 years). In the Olympiad conducted in Solonica, these three sisters played in the Hungary Team and routed the Russian team, which was captained by Maya, though.

The youngest among them Judith Polgar scored 12.5 points among possible 13 points. One news paper of Greece described her as "**Chess UFO**", a great tribute to the youngster's prowess.

Polgar Sisters
Susa, Sophia, Judith

This youngster obtained Grandmaster's title among men also and thereafter stopped playing in women's Tournament. Her rise was so immense that in one of the tournaments recently defeated Viswanath Anand(we have given this game in the games section). This surprised many, proving that Woman is not a 'Frailty'. Besides this, she even threatened FIDE organisation that she will take it to the Court. The reason being that she was not able to participate in men's events as FIDE is dilly dallying by post poning men's events, in which she has the Capacity to participate and win the titles.

Indian Women - Chess Arena

If we recall the names of Indian Women players, we notice that we also have Three Sisters - They are **'Khadilkar' Sisters.** They all obtained International Masters Title. The Sisters are **Vasanti, Jayasree and Rohini. Rohini** won the first Asian Championship in 1981, held at Hyderabad. This placed our country on the map of Chess World. For this performance she was awarded **'ARJUNA'** title in 1982. She had the reputation of being called the **Asian Chess Queen.**

In the recent times, **Vijayalakshmi** got the credit of obtaining the **First Women Grand Master's Title in India.** This also was conducted in Hyderabad. **Koneru Hampi** won the 'Under 10' and Under 12 World titles among the children and later on she obtained not only International Master's title but also Women's Grand Master's title. Recently she became a Grand Master among men also. She won the World Junior Chess Championship Under 18 category.

The women chess players are asking *if there are still men questioning* 'Women, thy name is Frailty like good old Shakespear and *if so they will take care of them. Is anybody listening!!*

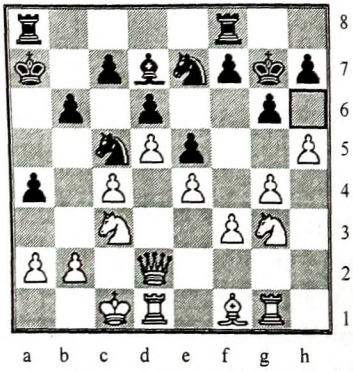
Vera Manchuk in 1932 London congress for

men, defeated Sir G.A.Thomas. She defeated him very easily. In her game she literally played him out in 24 moves and entertained spectators.

In the King's Indian defence, which was played by Thomas against her with black pieces, she mesmerised him and he failed to read her game plan and could not realise the dangerous consequences. While he started attack on the Queen's side and tried to win, She knowingly allowed his advance without defence and turned the tables with lightning moves in the end game. The last move appeared so innocent and he failed to see the danger. In the last move, she sacrified her queen which he accepted without knowing that his game is already lost and did not even realize that he was being check mated and took some time to understand the position.

White : Vera Manchuk
Black : Sir G.A. Thomas

London Congress 1932
Sir G.A. Thomsan



Vera Manchiuk
18Nf5+ check.

King's Indian Defence

1. d4 Nf6, 2. C4 g6,
3. Nc3 Bg7, 4. e4 d6,
5. f3 0-0, 6. Be3 e5
7. Nge2 b6, 8. Qd2 Nc6,
9. d5 Ne7 10. g4 Nd7,
11. Rg1 a5, 12. 0-0-0 Nc5,
13. Ng3 Bd7, 14. h4 a4,
15. h5 Qb8, 16. Bh6 Qa7,
17. Bxg7 Kxg7, 18. Nf5+ Nf5,
19. gxf5 a3, 20. f6, Kh8,
21. Qh6 axb2ch 22. Kb1 Rg8,
23. hxg6 fxg6 24 Qxh7!! Black resigned (because 24. KxQ if 25 Rh1 Check & mate 1-0)

Famous Telugu Quotation "Is there any skill which a woman cannot learn if taught with love" "Women is not **Abala** (weak) but **Sabala** (Strong)

1.5 Andhras in International Chess Arena

When we speak of chess, we have to recall the name of Late Sri R. Subrahmanyam, National Champion (Correspondence Chess Champion of India). In addition he had the distinction of participating five times in the Nationals. Besides Nazurduddin Ghalib, Mohammed Hasan, Lanka Ravi, D.V. Prasad, Raja Ravisekhar who is now in Tamil Nadu, have become International Masters except the first two. Amongst the youngsters, Pendyala Harikrishna of Vijayawada and Miss Koneru Hampi are to be remembered.

Rentala Subrahmanyam, National Correspondence Chess Champion

But Ghalib, as the Secretary of the All India Chess Federation (AICF) contributed to the Development of Women's

International Arbiter FIDE N. Ghalib (Hyderabad)

Chess. FIDE gave him the title of International Arbiter. In Hyderabad when the Challenger for World Title matches were conducted, he worked as chief Arbiter. Remember in these matches Anand lost to Gata Kamski and lost his chance to title, much to the disappointment of Indian Chess players.

International Arbiter
B. Bhimarow
Director, C-DOC, Hyd

In addition to him, Bommireddipalli Bhima Row, who retired from Indian Broad Casting Service (IBS) was awarded, the National and International Titles of Arbiter. In Delhi, in the Bhilwara Grand Master Chess Championships, he officiated as Deputy Chief Arbiter. He is now the Director for the Centre for Development of Chess (C-DOC). He is also the Chief coach for the organisation. In the two National Chess Championships A and B played in Ahmedabad, he officiated as the chief arbiter. He contributed to News papers and magazines as a writer. In Hyderabd the C-DOC conducted the 2000 Millenium Shield whose aim is to popularise the game of chess amongst the school children. The shield was presented to the best school which encouraged chess amongst the students. Besides the award of Amercian Biographical Institute 'Man of the year' 1999 award, he was

presented the 2000 Millenium Medal of Honour for his work in the Society and recognition for Chess amongst Society.

There are other International Arbiters like Late Sivaprasad, and G.S.M. Raju of Vijayawada, K.D.Bala krishna of Vizag, Padma Rao and LMD Naidu from Hyderabad.

Pendyala Harikrishna and Koneru Hampi, distinguished themselves, not only in Asia but also won the U-12, U-18, World Championships. They both hail from Vijayawada. Hampi became Grand Master among Women and later among men also.

Late Sri Rentala Subrahmanyam, who did not like the Swiss system in tournaments recommended the knock out system in those days. After many years, his suggestion was properly received and the knock out system was started (knockout system in a way was introduced) in the present day World Championship tournaments. This shows, that there is no dearth of Wisdom and foresight. We have observed that in India, unless outsiders recognise talent, we ourselves do not find out, as in the cases of Rabindranath Tagore, Ramanujam etc. Who ere picked up by Britishers and then only we recognized their talents. We have many gems

Late G. Srinivas Rao (Vizag)

in our Indian soil to be discovered by ourselves.

From India and Andhra Pradesh, the youngster U-14 National Champion, Master Keshavananda Krishna was to participate in Porto Rico World U-14, Championshop.The Delhi Durbar failed to help him for participation. Bhima Row did his best to collect donations in Visakhapatnam and help him to participate in the Tournament. In another case, Late G. Srinivas Rao was recommended and selected by Bhima Row for Coaching in the Highsports school in Tiblisi of Georgia, who also did not receive any assistance from Government. He was also not helped by the Associations.

In this case also donations were received and he was sent to Tiblisi by Bhima Row. Bhima Row was the chief coach at YMCA, Visakhapatnam and coached approximately 1600 boys & Girls in his 12 years. Amongst those S.Kirthi and Ravikumar stood first in the State Championship and played in the Nationals and brought fame to Visakhapatnam & C-DOC. During those days 10 year old **Nikhilesh Kumar** and his brother Yoganandkumar were **discovered by C-DOC.** Now **Nikhilesh Kumar became the U-14 Asian Champion.** This fact is known only to a few, while Nikhilesh Kumar won, the Association took credit for this. They have not recognised the part played by C-DOC and the Association took all the credit concealing the truth. It is a pity that the parents of Nikhilesh Kumar have also not mentioned C-DOC's Contribution.

1.6 Chess Computers - Champions

It has been estimated that the first ten moves alone can be moved 169, 518, 829, 100,544 x 10^{15} ways, by experts. Experience shows, if you carefully observe any advancements or improvements are seen in any field, the reasons may be only two:- One is 'during war' and other is for the advancement of sports and games through competitive spirit.

"Birth of Computer Software"

It is a well known fact that if you are able to describe correctly any process, it can easily be programmed in a computer. This has been stated by **Claud Shannon,** a computer engineer. Who in 1949-50 created new innovations in **cybernetics.** He has esplained how programming can be done from Information Theory. Result? the computer started how to make moves in chess that gave birth to chess software and programming.

Body-Soul = Brain-Mind

While Brain is physically perceivable, mind is an obstract thing enclosed in the brain, and not visible. The thinking process in the brain is related to the philosophic content in the Hindu Vedas, the soul resides in the physical body and hence, any comparison is apt.

Some Scientists have stated that Intelligent people can play chess easily. But a Jerk can also play. But we have seen that the very first 10 moves can be made in 169,518,829,100,544x10^{15} ways, if we play the moves on a board it will take 217 billion years as estimated by experts. It is humanly impossible.

Von Kaplan's Chess Machine

Thereafter many experts indulged in curiosity to experimentally play the game of chess through computers.

Two hundred years back, one Von Kaplan created a Chess Machine. The story goes like this : That machine played moves by itself and defeated the opponent. This machine became very popular and suprised many, but nobody imagined how strange things end this strange way.

One day, when the game was going on, one Chess warrior rushed out from below the machine shouting "help, help" and ran out of the box the reason was that a big rat entered the machine and disturbed and frightend the concealed player inside the machine. The poor fellow could not bear the shock and the secret of the chess machine was thus exposed.

Birth of the First Programmable Computer

In 1920, one Spanish engineer named **Kovedo** created an **electro mechanical machine** with relays and switches. He was able to make the machine check-mate the lonely king by king and a Rook in 50 moves, which left audience in awe.

It is only after 35 years, **Professor Vonder Powell** assembled a computer and wrote the software programme for check-mating the lonely king by king and a Rook in 50 moves and he exhibited the process clearly.

One must note that computer designers and cyberneticians both require a chess master to guide them. A chess player imagines, various moves and ways and also is capable of explaining to them.

In 1949-50 **Claud Shannon,** a scientist deliberated the arguements for and against the computer in his papers. Many readers were attracted by the subject.

The topic of computer was thus filled with new trends.

As enunciated previously, if we imagine the computer as the body(brain) and the mind inside as the thinking power as soul in the body, the proximity between the Hindu philosophy and Vedanta will be evident. It has enhanced the creative power and the interest of the experts.

In another place the Carnegie Rand group collaborating with Professor Groot of Amsterdam made Minimax process and justified its position in explaining, but in the end was not able to explain the consequences when a piece is 'sacrificed'. This created great confusion in the Computer field.

In 1961-63, the Union of Automation and Administration tasks in Russia formed a committee consisting of Mathematicians, Computer Scientists, Electronics and others in different fields. The committee was headed by MAX EUWE who was then the president of FIDE also and belonged to Amsterdam. The committee analysed the problems of working and the chess computer and designer.

We have already observed that **new** inventions **come out during WAR time** and or sports **where to break World records, new techniques are born.** Similarly computers also made a headway.

We do not design to "create" wars for "Winning" in them, so also experts in computers were worried how to test their experiments. Thus tournaments between computer and computer were proposed and conducted and titles conferred. **Dr.Michael Botwinnick** who had a Doctorate in engineering and was a **World Champion himself** decided that these tournaments shall be conducted, while the International Federation of Information Processing Congress was held. Though

this was done as a sports exercise, it was considered as a **Scientific analysis** only. Should we consider CHATHURANGAM, as a Sport or an Art or as Science? This is a perennial topic for argument among scientists, artists and others.

Maya Cheburdnitze, World Champion among Women, who also got Grand Master Title among men opined CHATHURANGAM as 30% sport, the rest as an art & science.

What is it then? CHATHURANGAM was born as a sport and became one of the 64 Indian arts of India. Pachis pali (Dice game), Puli Judam (Tiger Taming) and Gavvalata (dice) was considered as very attractive and Science related sports. Man, while trying to exhibit his mental powers and patience could not find another appropriate Art, which gave him science combined with Art. He has thus, experienced the joy with others through this game. Chess only can be learnt by reading books. In Science, there are day to day advances. Football, Cricket, Hockey and other games are not available in books in a scientific way. In fact there is no necessity of books, for many of these games can be learnt by actual play only.

Competition Between Computers

The latest news indicated that man cannot compete with a computer. So tournaments and awarding titles has been started in no time. The 1999 computer

Kasparov Vs Karpov

Kasparov defeated Karpov in the 72 games of Chess in 1985

champion FRITZ defended its title against Israeli programmer JUNIOR and in Federborne in Germany, the 9th World Computer Championships were held on June 17th 1999, in which FRITZ justified its experience.

Programmers or Computers??

Now-a-days they are called programmers rather than computers. Under the name of programmers the following can be named. Shreddar from Germany Hiyare, Rebel, Virtual Chess, Pentiun, Nimjo Francisco etc. and FRITZ 6 moved ahead among them. Now the latest FRITZ 8, it appears is ready to complete with humans(See later pages).

Do you know that in 1985, Kasporov and Karpov played 48 games between September 1984 to 1985, but still neither got 6 wins, Though both the players, protested against, the decision of President of FIDE Florenco Compamenous

Campemenous

who stopped the match and ordered the players to play further 24 games. The winner shall get 12.5 or 13 points or if either of them gets 6 points early, he shall be declared as World Champion. Though both are Russians Kasporov belonged to Georgia, and his winning was not welcomed, but KARPOV belonging to MOSCOW and had got fame to the country earlier (Russia). So Kasparov complained and described that he is playing against three and ultimately won - resulting embarasment to all.

The Shield is Mightier Than the Sword

While analysing the games played in the battle of

Chess, this theme that the shield is mightier than the Sword, has come out clearly. So the Champions and experts indulged in giving importance to Defense and drawing out games, instead of taking risks in offensive attacks. In this connection we should recall the French saying that one should not play Chess without a liking to kill.

"Discretion is better part of VALOUR," deligently followed by experts like Capablanca and Laskar, putting into practice regularly their mastery in drawn games.

In the beginning the Russian Pioneer compared with Americans 4.6 programme, which took the help of CYBER 176 and showed speed in solving solutions in chess. While the other played Chess correctly but slowly. Computer chess made large strides and advanced from 13th to 18th level in making moves.

Man, while being engrossed in the mystery of computers, may lose his original thinking powers and may become victim to these Tigers and Crocodiles among computers and they are inviting their own destruction unless they take care of themselves.

Kasporov lost to Deep Blue and Anand against FRITZ though both were World?? Champions. The writing is on the wall! Beware?

Imitation Vs Originality

But one truth cornes out of this. Any imitation created will be less than the original, because the Artist or the Creator uses 99.5% of his mental powers to create. The 0.5% balance is left to himself so that he can improve on it later!

Story of the CAT and TIGER

The story goes that one CAT and a TIGER once became close friends and decided to exchange their knowledge and skills with each other. At the end, the tiger roared happily and attacked the cat. But the cat immediately climbed a tree

and sat on it safely, the tiger asked 'My dear friend, I beleived you fully, but why did you not teach me tree-climbing? the cat replied "If I had done so, my friend, I would not be living now".

There lies another Moral lesson

Another story, similarly, a Crocodile and a monkey became friends. There was dearth of food in the area and the monkey was in a problem. The Crocodile offered to take them to other side of the river, where there is plenty of food available. Finally the monkey got his turn to sit on the Crocodile for its transport to the other side of River. Half way through, it saw the skeletons and remains of other monkeys, who travelled earlier, and sensing danger decided to escape from the Crocodile. "Oh king Crocodile, I forgot to bring my heart with me and left it on the tree, before coming down. Let us go and bring it back!! The Crocodile which liked the taste of heart fell into the trap and obliged the monkey and returned to the Original bank and the monkey jumped back to its tree and escaped.

Meanwhile many computers have come into limelight in their tournaments, new computers have been competing. (one of them 'Shredder' from Germany, using the software program written by **Stephen Meyer** won the 9th World Computer Chess Tournament and pocketed the 'SHANNON TROPHY'. Ferret Programme created by Bruce Moreland lost its place by a whisker, in a tie break. It is a salutation to the human intellect which created these machines.

We have seen Blind Fold games. But these differ from the Computer Chess games. There is a vast difference and no comparison.

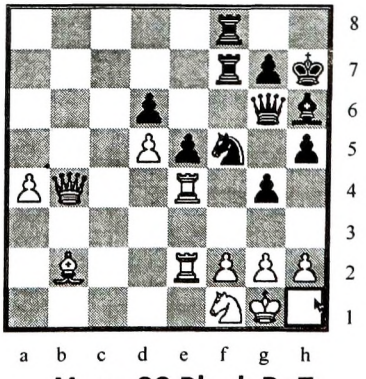
But we are not aware how this struggle between the Man and the Machine will last for supremacy, But man will not lose. Remember the Cat & Tiger story and the Crocodile & Monkey story. Man should not forget and

bow to the Machine. The Mental Power of man must keep the powder dry. These are to be written in golden letters in the story of Chess.

Game 2
X3 D Fritz Computer (W) Vs Kasparov(B)

Man vs Machine match of the century was played at the New York Athletic Club, at New york city on Nov 11, 2003. In the first game X3D Fritz escaped with a draw in the opening game in the semister defence of the best of four series and having advantage as it has to play with white colour.

In the second game Kasparov got into a serious blunder during the first time control and he went down



Move 32 Black Rg7

losing a full point and trails. The score was 0.5-1.5 with 2 games to play -

Game 2 Ruy Lopez c65

Fritz (White)	Kasparov (Black)
1. e4 e5	2. Nf3 Nc6
3. Bb5 Nf6	4. d3 d6
5. c3 g6	6. 0-0 Bg7
7. Nbd2 0-0	8. Re1 Re8
9. d4 Bd7	10.d5 Ne7
11. Bxd7 Nxd7	12.a4 h6
13. a5 a6	14.b4 f5
15. c4 Nf6	16. Bb2 Qd7
17. Rb1 g5	18. exf5 Qxf5
19. Nf1 Qh7	20. N3d2 Nf5
21. Ne4 Nxe4	22. Rxe4 h5
23. Qd3 Rf8	24. Rbe1 Rf7
25. R_1e2 g4	26. Qb3 Raf8
27. c5 Qg6	28. cxd6 cxd6
29. b5 axb5	30. Qxb5 Bh6
31. Qb6 Kh7	32. Qb4 Rg7..Rg8
33. Rxe5 dxe5	34. Qxf8 Nd4
35. Bxd4 exd4	36. Re8 Rg8
37. Qe7+ Rg7	38. Qd8 Rg8
39. Qd7+ 1-0.	

Even a World Champ makes a blunder under time pressure lost by a pawn thro pin as Kasparov had to **make 9 moves in 12 minutes.** In the **32th move** before that both had even chances. After all Kasparov is also human and to err is human???

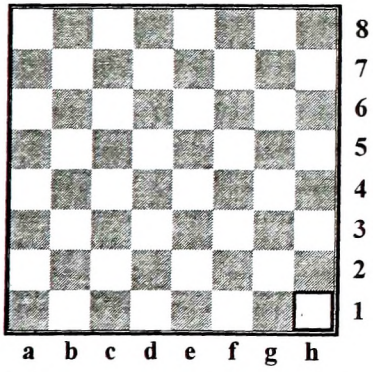
2 Introduction to Game of Chess

2.0 Basic Principles and Rules

Chess is a science and most probably maximum number of books have been printed on this subject. Books are very essential for learning chess. When the game is being watched by those who have no knowledge about the game they wonder what these two people are doing sitting silently. If you try to explain the game by a mere statement that game starts with an idea of mating opponent's king and then the game ends. This does not explain the game fully and easily when the question arises, "how do you mate the king as no fast action is seen". In year 1290 the first chess book was seen in manual script only , the author being Jackob Selsen.

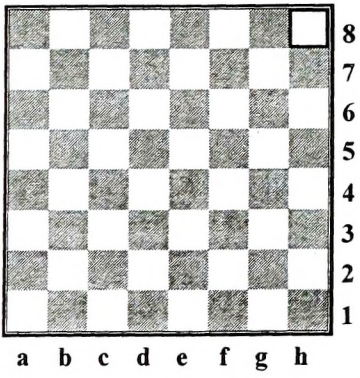
Chess is played between two opponents who place a chess board between them and arrange chess pieces as in the diagram. In the international game **there is a rule regarding the correct placement of a**

Correct placing of Board



White Square is in the Right corner for both sides

Wrong placing of Board



Black Square should not come to the right side for both sides

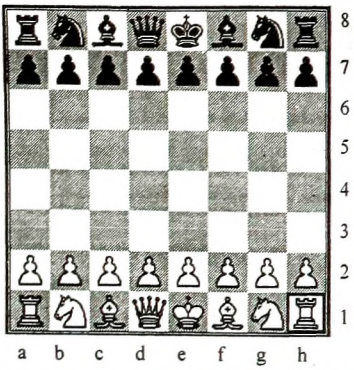
board, Correct way is that the right hand corner square should be white for both players. First they must know something about the chess board. The board consists of 8x8 squares alternately arranged and coloured Black and White totalling in all 64 squers. If you keenly observe you can say that the board can be also made by 8 files (Strips) vertically consisting of Black and White Squares alternatively called a,b,c, d,e,f,g, and h files. Alternatively you can make the board with horizontal strips called ranks numbering 1-8 one and one over the other these are called 8 ranks against the vertical rows called files.

Rule : In the national game there is no specific rule for the placing of the board but in the international system the board should be in such a way that the right side corner square is only white. Figure for both also shows wrong way when black squares comes on the right.

Board Pieces and Arrangement

Chess game is played

Placing of Pieces



White queen in White Square
Black queen in Black Square

each having 16 pieces out of which 8 are called (soldiers) and the other eight consists of 1 king and queen two bishops two knights and two rooks.

After placing the board in the correct way the pieces are arranged as shown in the diagram the nearest row belongs to white and the farthest row belongs to black, the player who gets the toss is called white. The player who gets black pieces is referred to as black. The game is started by white only, moving a piece and then black moves pieces in reply and it is compolsury to make, moves which are made alternatively & there is no

choice to say pass to avoid a move.

Colour Matching Rule

If you notice the arrangement of pieces you see that the queens are placed according to their colour **white queen in white square, black queen in black square, this is called colour maching** rule because queens are ladies who prefer their own colours for colour matching.

The Pieces and the names and values (powers)

From the figure you can see that the king is represented by K, queen by Q, knight by N, bishop by B and rook by R and pawns by P. The powers of pieces is given as: 9 points for queen 3 for knight, 3+ for bishop and 5 for rook and pawn 1 each. The king has no price because it is priceless, which means if there is no king there is no battle or kingdom. The king can move to 8 squares one at a time in any direction. Queen to 27 squares, Knight jumping to 8 squares, Bishop to 13 squares diagonally and Rook 14 squares vertically or horizontally.

Symbol	No.	Value	Max. Squares. Controlled.
king (K)	1	Priceless	8
Queen(Q)	1	9	27
Knight(N)	2	3	8 can jump
Bishop(B)	2	3+	13
Rook (R)	2	5	14
Pawn (P)	8	1 each	2(only front)

Grand Master Rusian Ponomarov, Ukraine
15th FIDE International Chess Champion

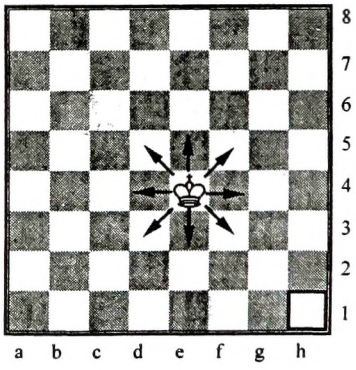
Major - Minor pieces

The queen and rook are called major pieces while the Bishop and Knight are called minor pieces as per the points and evalution given above.

2.1 Chess Piecess their Names and Moves

In chess there are strange rules . In the Indian epic, our Ramayan, it is specified that Rama has only one wife and only one arrow. Here in chess it does not apply. Pawns get strange powers of promotion to higher category, if it reaches the last rank and can be created as queen, rook, bishop or knight as per your choice depending on the position or deployment of the forces at the time and there can be 8 extra queens, rooks, Bishops and Knights at any one time if all the 8 pawns reached the other side.

1. King -(K) King is **priceless** and if there is no king ther is

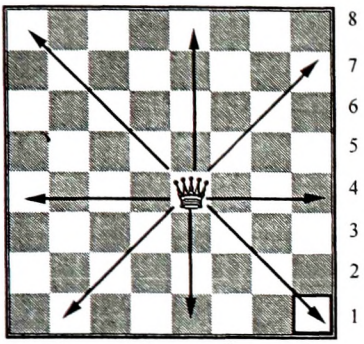


King's way

no Kingdom or there is no battle. The battle stops with the death of the king that way **the king cannot be killed but only captured or they make truce when they have equal strength and remain undefeated,** it is called a drawn game and points are divided equally between them.

The King can move only one square at a time up or down either side and diagonally. Also he cannot move to a square threatened by an enemy piece so the **kings never stay side by side.**

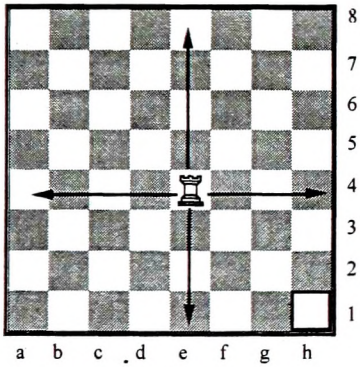
2. Queen - (Q) The queen has 9 points and covers 27 squares up and down either side and diogonally (see diagram). It is the most powerful piece but never hesitates to sacrifice her life



Queen's way

in protecting the king.

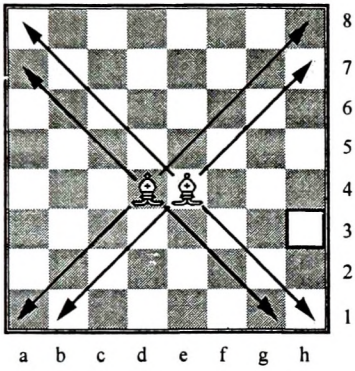
3. 2 Rooks - (R) Rook has 5 points in some tactical position two rooks are better than Queen. Rook moves up



Rooks way

or down among files or ranks and covers 14 squares.

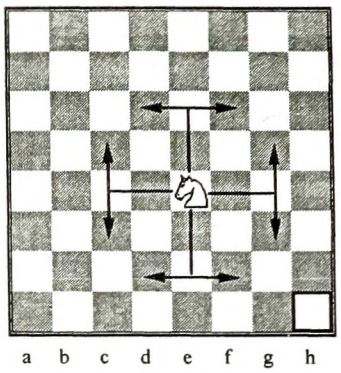
4. 2 Bishops - (B) If you notice carefully the arrangement of pieces on board *you will see one bishop is placed in a white square and the other in black square.* **Bishop has a pecular diogonal movement as it can move in same colour squares which make the diogonal.** It is given 3+ points because it is slightly



Bishops way

better than the knight as it can control 13 squares.

5. 2 Knights - (N) In the Indian game in north they call the Knight $1^1/_2$, $2^1/_2$ (Dade and Adai) becuase it goes one square straight up or down or moves diagonally to other colour and other way straight moving two squares and turning one square either way perpendicularilly. There is another speciality that it



Knights way

changes colour whenever it moves by jumps. It is only this piece which has powers of jumping above the pieces.

It is considered more useful covering 8 squares. when it is positioned in the centre of board. When near the edge of the board it covers only 4 squares and while in a corner only 2 squares. Some players prefer knights instead of bishops and will never sacrifice or exchange a knight for bishop.

6. The Pawns - 8 (P) It has only one point and the lowest valued piece in chess. We often hear people saying "After all he is pawn" but the concept is not correct in Chess because we have already told whenever the pawn reaches the other side it gets promoted as a Q,R,B and N. This right is not available to any other piece.

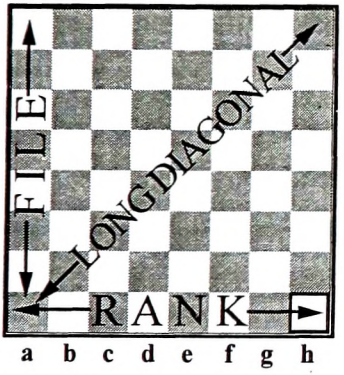
Pawns move only one square up normally but if required 2 squares in his first move. This is also an individuality of the pawn. The pawns **cannot come back** or **move side ways** and it has killing powers - **diagonally only.**

There is a proposal to conduct tournaments giving players the computers for use while playing. It is similar to allowing mathematical tables or calculators to students writing an examination. Examination in law allow stundents access to both why not in chess? giving computers in future? But one thing is sure, the game loses its charm and may disappear finally.

2.2 The Squares in Chess and their descriptions

(Algebraic and Technical Procedures)

We have already learnt that the board consists of 8 vertical files a,b,c,d,e,f,g,h and similarly 8 ranks horizontally from 1-8. Here we must notice that these are to be identified only from white side. A file consists of a1,a2, a3,a4 upto a8 squares and h file consists of vertically h1,h2,h3 upto h8.



Rank, File, Long Diagonal

So the squares on the left hand corner and right hand corner a1,h1 and black a8, and h8 the diagonals are from a1 to h8 all black squares and h1-a8 all white squares. These two are long diagonals. Similarly the shortest diagonals are b1,a2 and g1,h2 and for blackside a7,b8 and h7,g8

In the International system each square in the chess board can be identified by the file and rank as in a algebraic Y and X coordinates. This algebraic notation is useful for writing moves and also for computers. They are 8 notations as below.

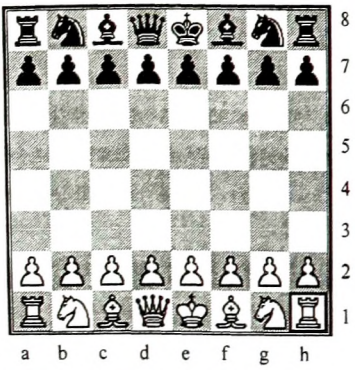
1. Classical or Anglo American Descriptive notation. 2) Algebraic Notation, a) Algebraic Long Notation b) Algebraic Short Notation 3) Figurine Notation 4) Computer Notation 5) Telegraphic/Telegram Notation, 6) Correspondence

Notation 7) Koch Notation 8) Forsyth Notation.

The aim of a game

The player who wins the toss gets white pieces and keeps the Board Correctly and arranges the pieces in rank 1, and pawns in rank 2, the queen is placed in d1 white square, similarly black arranges the pieces in the 8th and 7th rank.

Placing of Pieces



White queen in White Square
Black queen in Black Square

Queen being placed in d8 Black square. White always starts the game and tries to control the Central four square d4 and e4 while the black tries to control d5 - e5 squares by placing the pawns occupying the squares or indirect control by moving the knights to c3 f3 or c6 f6 that is how the battle starts for control of central squares, they should make moves alternately but cannot say pass. Here we must see that the game has 3 stages **the opening stage, middle game and end game.** The aim of the game is to mate the opponent 's king. He gets one point and in case of draw when they have equal powers in the end it is a drawn game and both share the points. Any one of the sides after losing pieces and gets into inferior position he may not continue the game but can resign and concede the game. Both agree for a draw if it is realised there is no use continuing the battle till it ends in a draw. The winner of the game gets one point and loser zero points and the drawn game gives 1/2 a piont to each.

2.3 Killing and Movements

The most important rule of Chess is that if any one touches a pieces for moving into another square ***he has to move it compulsorily*** *and cannot say sorry and move another piece. This is called* ***touched piece, rule.***

The touched piece

What is a move? A move is completed not by mere touching the piece but holding it think of alternative square and finally decide to put it in the square, and hand left the piece, then the move is complete. We cannot say there after sorry and move to another square but there are instances when the rules may not apply. for. eg: when the touched piece if moved may expose the king or there are no squares where it can be placed.

One square one piece

Just as two swords cannot be put in a single Sheath; here also no square can accommodate two pieces.

Making a Move

Each piece can move in any number of un occupied squares but can stop at that square where there is an obstruction. In the lines if the square is occupied by your own piece or by the opponents it cannot jump over the pieces. If it is your own piece obstructing the line, first you have to vacate the piece to another square, then occupy it with your piece. But if occupied by opponents piece it has to be killed. By killing we mean removing the piece from the square out of the board and place our piece in that square, this way both of them kill each others pieces. This is called exchange. Sometimes for controlling a square more pieces have to be exchanged

and the killed piece is out of the action and Board.

Exchange Up-down

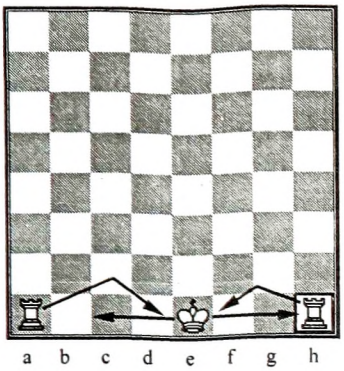
In the process of exchanging if you kill a pawn with bishop you get 1 point, while the opponent gets 3 points in this exchange, this is called **exchange down** for white and **exchange up** for black. But if we kill and exchange both the queens both lose 9 points each and it is called even exchange.

2.4 Special Moves for the King

If you ask me to start the game and then go on reeling off rules, it is very sad. But it is very much necessary that you should know the rules before playing the game. It is similar to the marriage ceremonies in India, where the dowry details were not discussed before hand but the bride and bridgroom sit together for cermony and usually we have the quarrels and arguments between the marriage parties. It may not even start if the dowry is not paid before hand. Here also in Chess people should not start a game without knowing the rules.

Know the rules before playing

After the game is started it is discovered that the board is placed wrongly or the pieces arranged wrongly Queen without colour matching and some even question whether the pawn moves two square in his first move? Also he may not know that king cannot move next to the opponents king. Further if the pawn reaches the 8 rank a queen can be taken, here can you take one more queen when there is already a queen and similar doubts lead to arguements, and the Arbitor will follow the rules strictly and the ignorance of the rules is not accepted. When a king is moved to a square, next to the queen which is threatned by



Castling

opponent pieces is called threat and hence king cannot move without noticing it. Suppose after some moves it is discovered that it is an illegal move, the game should restart from where the illegal move was made then the game goes back to that move and after rectifing it fresh moves are made there after.

Castling - King to Safety

It is a special move of the King. See tha diagram that the king moves from e1 square to g1 square and the rook comes to f1 square it is called short castle or king side castling, Before this Bishop and knight vacate the squares and this is shown as ((0-0) zero-zero). This castling is not allowed if the two square the king moves f1 or g1 are threatend by an enemy's piece. **Both the movements of king and rook is a single move and it is a move of the king only but not the rook.** Similarly the king castles on queenside by vacating pieces from c1-d1 and king is placed in c1 and the rook from a1 square moves to the d1 square. It is called queen side castling denoted by 0-0-0 and also called long castling.

Castling - Right of the King only not that of rook

Castling is to be done by lifting the king to, g1 square and with same hand move the rook h1-f1 but if we touch the rook first and put it place in f1 square, the opponent can object to your castling unless you told loudly that you are castling. When anybody makes a mistake castling rook first the Arbiter may allow him castling and

cautions him and in the next round if he repeats, the Arbiter may decide not to allow castling. Castling can be done by both hands. One for the King and other for the Rook only after announcing your intention of castling.

J-Adoube

(Arranging Pieces)

When you find some pieces are not placed proper position in the centre of the square or pieces here have fallen you can arrange these properly after announcing "J-Adoube" then only you can touch the piece. Some people may touch a Piece and realize the mistake intentionally they would argue that they were adjusting the piece & try to bluff that touched piece rule would not apply. This anouncement should be made to Arbitor or when the opponent is present at the board. Here the castling is not allowed to that side when the rook moves and comes back to the same position similarly rook is in a1 and moves to another place comes back the long castling not allowed. Sometimes the king moves and comes back to the same square then king **cannot castle on either side.**

But there are some restrictions in castling by the king

Also in our **national game** if your opponent **threatens the king which is called check, it is not possible to castle at all** but in the *international game if you can defend your king by blocking the line ot attack* it keeps its *right to castle there after,* but in the case of a check by opponent with knight, king has to move and so the king cannot castle to any side.

In our national game the king loses its right of castling once the king has been threatened by enemy piece. Also the castling process is different, the king has a right of jumping like a knight but castling is done by more moves under this than in International System.

2.5 Notations and Technical Procedures for Writing Moves

FIDE - Federation International Des ECHECS have decided how the players should write moves in Algebraic systems in the score sheets and it is also decided that the book of rules must also follow the system. This was done in 1981 by Chess International Congress with the agreement from the members of the FIDE.

In future the technical names, the moves, value of pieces, must all be in Algebraic systems including

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C-DOC Technical Advisor

the files and ranks etc. In the 1981 International Chess Congress the participating members from the countries have agreed and finalised the Algebraic system.

(1) The Algebraic system came into force from 1st November, 1981. The moves are written indicating first the symbol of the piece.

(2) In The French language the bishop is called Fow and indicated by symbol (F) and in the Dutch language (L) for Lopez. And many of the English speaking countries it is indicated by (B) Bishop, while printing the game with the actual figure of bishop is printed.

(3) Generally K for King Q for Queen, R for rook, B for Bishop, N for Knight.

(4) The pawns are indicated by (P) but while writing move it is omitted and

the square written like e-4, d-4, h-5 etc meaning that pawn is moving to those squares.

(5) 8 files vertical row of squares are indicated by a to h in the small letter **from the white side.**

(6) The 8 ranks (the horizontal rows) of squares are numbered from 1-8 **from white side only.** Because of this white arranges its forces in 1st and 2nd ranks, while black does so in the 7 and 8 ranks.

(7) As per the rules indicated in above, each and every squares of 64 squares are identified by the file symbol and its rank just as in graph. A look at the figure shows that the 4 corners of the board the squares are indicated by a1, h1 for white and black a8, h8.

(8) The method of writing moves

Every move is identified 1st by the symbol of the piece moved and then the square to which it moved ex. queen e3, (Qe3) Knight Nf3, Rd1. The pawn moves are differntiated by not writing P. But the square to which it has moved. Queen pawn is moved to 4th rank it is d4 and if the oponent black also moved the pawn to centre it is written as d5, in the olden days there used to be a dash or hyphen after the symbol of piece which like Q-a4 also they used to write names in the **long form** by first piece where it is situated and or hyphen, after which the square to which is moved like **Na1-c3**

(9) When one piece kills another piece of the opponent the symbol "into" is used like B x e5 Knight x f3, rook x h5 etc in the case of pieces and the places between pawns which it has moved like D x e5.

en Passant Rule for pawns

The pawn has a special right of killing a piece while in motion and we will learn about it later.

(10) Sometimes two kinghts can move into same square from different files for have Nd2 square and another knight in g1 square can also move to the f3 square so if you write a move as Nf3 it does not give correctly which knight has moved to f3 square.

(a) When the knight moves to d2, square from f3 write N(d2) f3. If Knight in g1 square moves to f3 it is written Ng1, f3. Alternatively you can give a symbol moving the rank from which it has knight one N1 x f3 instead of Ng1xf3 by indicating the rank from which indentified the moves.

(11) Similiarly one pawn kills the opponent pawn the file name written from which square started and killed eg : if a pawn in e4 square kills the pawn in d5 square. It is written as exd5 sometimes X mark is used or omited as in Algebra and written as e.d5 or ed5.

(12) Other indication are 0-0-0 indicates long castling a queen side castling and the king moves to C1 square and Rook at the a1 brought to d1 square. In the same way 0-0 is indicated short to castling or king side, that the king has castling with rook of h1 square.

(13) Symbol into (x) means killing if + is indicated after the move it means check threatining the king, ++ indicates check mate and the end of the game.

(a) If you write 1-0 it indicates white has won while 0-1wins by black 1/2 - 1/2 it is draw. If pawn is killing white in motion we find in enpassiant mention as e-p (10) if you put a ? mark after the moves it is a bad move. ?? indicates blunder one ! mark indicates good move. If !! marks for very good move. !? it means worth considering but the consequences are not analysed.

2.6 Descriptive or Anglo American Systems

This game was born in our country but came back after travelling through many countries and returned after many changes and improvments made and now computers are used for DTP publishing and many books are coming in English based on Algebraic system.

Many old books are not in Algebraic system. But only in descriptive system.

For several hundred years System Notation and the printing was done in same

8	QR1	QN1	QB1	Q 1	K 1	KB1	KN1	KR1
	QR8	QN8	QB8	Q 8	K 8	KB8	KN8	KR8
7	QR2	QN2	QB2	Q 2	K2	KB2	KN2	KR2
	QR7	QN7	QB2	Q 7	K7	KB7	KN7	KR7
6	QR3	QN3	QB3	Q 3	K 3	KB3	KN3	KR3
	QR6	QN6	QB6	Q 6	K 6	KB6	KN6	KR6
5	QR4	QN4	QB4	Q 4	K4	KB4	KN4	KR4
	QR5	QN5	QB5	Q 5	K5	KB5	KN5	KR5
4	QR5	QN5	QB5	Q 5	K 5	KB5	KN5	KR5
	QR4	QN4	QB4	Q 4	K 4	KB4	KN4	KR4
3	QR6	QN6	QB6	Q 6	K6	KB6	KN6	KR6
	QR3	QN3	QB3	Q 3	K3	KB3	KN3	KR3
2	QR7	QN7	QB7	Q 7	K 7	KB7	KN7	KR7
	QR2	QN2	QB2	Q 2	K 2	KB2	KN2	KR2
1	QR8	QN8	QB8	Q 8	K8	KB8	KN8	KR8
	QR1	QN1	QB1	Q 1	K1	KB1	KN1	KR1
	a	b	c	d	e	f	g	h

Descriptive System

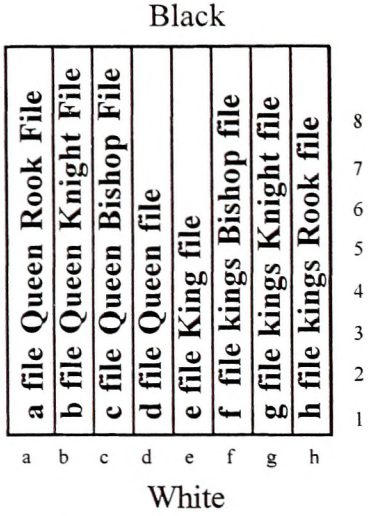
descriptive notation. Similarly our book & culture is stored in sanskrit language. These books are very valuable and also present in every house

The western games are already in descriptive notation and you want to improve in chess game you have to know the descriptive system also. Attempts are being made to print them in algibraic system.

So it is necessary for every body to know that system also. In the Telugu language there is saying that knowing sanskrit without knowledge of Telugu will not find its way. The reprints of the books many not be done for all the books available.

Discriptive Notation (Anglo American)

(1) Every piece is indicated by the first letter after the move like K-R-B-N

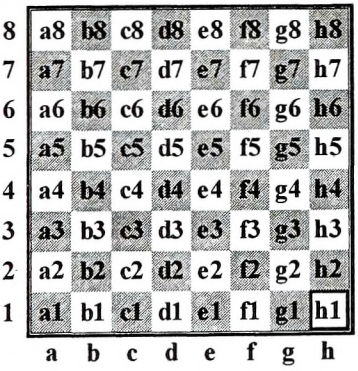

Black
a file Queen Rook File
b file Queen Knight File
c file Queen Bishop File
d file Queen file
e file King file
f file kings Bishop file
g file kings Knight file
h file kings Rook file
8 7 6 5 4 3 2 1
a b c d e f g h
White

Files in Algebraic and Descriptive Notations

and queen by Q, but in Indian system the queen is called as minister.

(2) The board is divided into two parts and there is no restriction on the Board. There is restriction that king is on the right side of the queen. So the pieces of queen side are called queens. And right side of king are called kings pieces once a thing is given the responsbility of administration for both king and queen. In the board you can see one rook, one knight one bishop on left side of queen so they are called queens rook QR, QN, QB similiarly KN-KR. The file a is called queen rook file, QR file etc. And similarly KB file, KN file and KR file following the same procedure the pawn in the second rank in queens rook file is written as QNP, QBP etc. The figure shows the name of files in discriptive system.

Here in the descriptive system the ranks are given numbers from white and also from the black side i.e. up and down, the black counts from top to bottom. So to indicate the square in the



Algebraic System

queen rook file 3rd rank, the square is discribed as QR-3 and topmost square is indicated by QR-8=a8 comprehensive algibraic gives all the squares.

(a) QR-1, if a1 and a8 is QR-8 and KR-1 =h1, h8=KR8 this applys to white only for black it is given as a1=QR-8 and a-8=QR-1.

h1=KR-8 and h8-KR8 in the other diagonal all the sixty four squares are numbered as above. Therefore those who have learnt the game find different algebraic. It is similar to our situation when we changed over to Metric System from British System.

Writing Moves in Descriptive notation

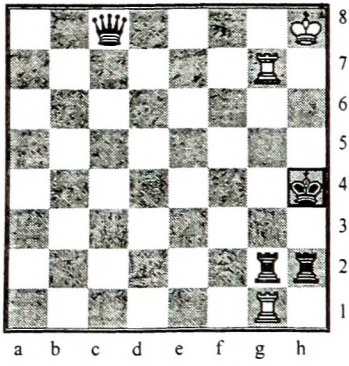
If you move a piece you have to identify by writing QRP, KBP, KP and QP and write rank numbers; for instance if moved QRP you have to write as PQR4 or PQR3.

If you named a piece you must write symbol first and use -(hyphen) and write square which it has gone like Q-Q2, QR-N3, B-B5, pawn, Bishop-4 check (ch.)

3. Killing a piece use the symbol of killing with x mark between this like BxB, PxP, PxNP you can use dot (.) instead of X also.

4. If two pieces are likely to reach same square eg: The Knight QN position

Problem Mate in Two

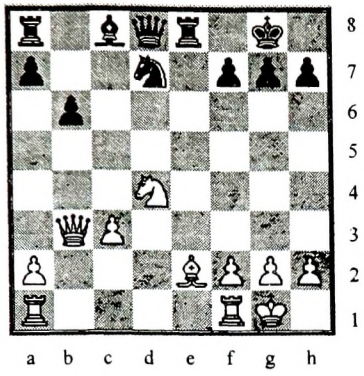


is able to go to Q2 square similarly the knight in the KB3 position can also go to Q2 in such case we can write the move QN-Q2 and the second on KN-Q2 then only it counts.

5. There is no change in the indication for castling 0-0, 0-0-0 a long castling.

6. When a pawn reaches last rank by killing the rook it is promoted as a Queen and written as PxR/Q or PxR=Q this means the pawn killed R in the 8th rank and can also be written as PR-8=Q, here is a eg: writing moves in descriptive and algebraic notation upto 14 moves and the position of

Descriptive		Algebraic	
White	Black	White	Black
1. P-Q4	N-KB3	1. d4	N-f6
2. P-QB4	P-K3	2. c4	e-6
3. N-Qb3	B-N5	3. N-c3	B-b4
4. B-Q2	0-0	4. Bd2	0-0
5. P-K4	P-Q4	5. e4	d5
6. KPxP	PxP	6. exd5	exd5
7. PxP	BxN	7. cxd5	Bxc3
8. BxB	NxP	8. Bxc3	Nxd5
9. N-B3	P-QN3	9. N-f3	b6
10. Q-N3	NxB	10. Q-b3	Nxc3
11. PxN	P-QB4	11. bxc3	c5
12. B-K2	PxP	12. Be2	cxd4
13. NxP	R-K1	13. Nxd4	Re8
14. 0-0	NQ2	14. 0-0	N-d7



14. 0-0 NQ2 **14.0-0 Nd7**

pieces given in the diagram in page 52 it is usually written as below in diagram the arrangement of the pieces can be described as Kh8 means KKR8, QC8 means the Q is the QB8 square RG! means RG-! KN-1 square the above is described the position of move as shown in the problem which is a two mover White mates black in two moves the position of the black pieces is written as

Kh4, means K-KR5 square RG2 means R-KN7 RH2 means R-KR7.

2.7 Other Systems

Chess need not be played on the same board between 2 people. They can play from different areas, cities and countries and can make moves through the internet also.

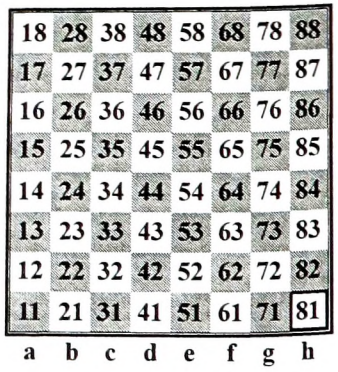
Sometimes it may not be necessary to play the game at one place only. Two people can stay in any city or country and intimate the moves and continue the game. Such games are described as correspondence chess, and moves are written on a postal card and posted. His opponent, after receiving the card, will himself send a postal card and this process is likely to take a few months.

To play the game another way is to convey the moves through telegrams, and this is called Telecommunication System.

As described above, the events are conducted by All India Correspondence Chess Association. Further, it is possible to play with more than one player. In practice it is now seen that at present, two to three players are playing this event and if it is played through post it is through the Correspondence Chess Association of India.

Postal System (Correspondence Chess System)

1) Each square in the board is given a separate number. A look at the figure shows small letters a,b,c,d,e,f,g,h are given to the files, as in the algebraic



system. Similarly, the rank numbers are also given from white side to black side. 1,2,3,4,5,6,7,8

But as in algebraic system 2 numbers are given for each square e.g. the square a1 is indicated by 11 and the second square in a file goes as 12 13 14 15 16 17 18 in the file.

So the four corner squares a1 is indicated as 11

a8 is indicated as 18

h1 is indicated as 81

h8 is indicated as 88

Just like algebraic system, the moves are written by writing first the square from which it has moved and without any hyphen , the number of square where it has arrived is written. Thus every move consists of 4 numbers. e.g. d2-d4 pawn move is written as 42, 44 see diagram.

The short castling is indicated 0-0 as and the long castle 0-0-0 is written as for White. For black, short castle is written as 58, 78 and the queen side castling is a kings move only, and not that of rook, similarly for Black, the short castle is written as 5878 and the long one as 5838.

Further if a pawn is promoted, from the squae 27 (b7) when it reaches the last square 28 (b8). The move is written as 2728=QR, Bor N. But in actual practice when the pawn is promoted as rook, it is written as R2., B3, N4, but when it is promoted as queen, it is written as 2721. The third number indicates the file, while the fourth number indicates the piece selected by us.

Similarly when the black pawn moves from square 72 to 71, 7271 (i.e. Knight's 5 or G5) and if we prefer the promotion is to rook the move is written as 7272. Here we have to notice that the pieces are given numbers as to q-1, R-2 to B-3 to N-4 and this number is put in the fourth place of the

number of the move.

Telecommunication System

1) In the above, we have indicated the move by four numbers, but here in the telecommunication system, there are a few directives. Whites 1234 ranks are given as A, E, I, O. Similarly, from the black side also, the ranks

8 MA NA PA RA SA TA WA ZA
7 ME NE PE RE SE TE WE ZE
6 MI NI PI RI SI TI WI ZI
5 MO NO PO RO SO TO WO ZO
4 BO CO DO FO GO HO KO LO
3 BI CI DI FI GI HI KI LI
2 BE CE DE FE GE HE KE LE
1 BA CA DA FA GA HA KA LA
a b c d e f g h

Telecommunication System

are given as AEIO.

The battle field is thus identified as four ranks from white and the other four for black.

The same way, white files i.e. vertical line of squares is given not as small a b c d e f g h but by capitals B C D F G H K L from the left side.

Similarly for black, it is written in capitals M N P R S T W Z.

Note : as shown in the figure, the four corner squares of algebraic system a1 as BA, a8 as MA, h1 as LA, h8 as ZA.

Please observe the diagram for clarification. Here, each square is given by two capital letters but not numbers as in the correspondense chess.

2) How do you write a move which includes killing also.

The move is written by mentioning the square from which it has started by two letters in capitals, and the square to which it has moved is given by 2 letters. Thus the move consists of 4 letters instead of 4 numbers. No hyphon is necessary between the two pairs of letters.

For e.g. if the pawn

has moved from d2 to d4, it is written as FE FO

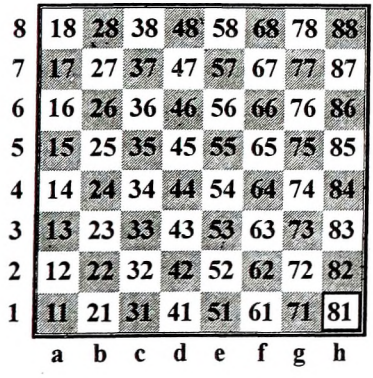
The short castle 0-0 is indicated by GA KA

Here there is no question of bringing the special right of king. Normally stated as castling is a kings move, and the king moves two squares either to the left or right in the same rank. Here the specific point is that in any notation, the castling move by rook and king i.e. R & K is a single move of the king.

Other Systems

Koch Systems

This is **used only for indicating the position** of the pieces deployed on the chess board. This system is similar to the correspondense notation. In that, the squares are indicated by two numbers. As in algebraic system, the files are given numbers.



As in algebriac system, the files are given numbers. 1 2 3 4 5 6 7 8 from left side. and the ranks (horizontal lines of squares) are given from white side to black side. i.e. from bottom to top.

The square is indicated by the number of the file and the second gives the rank. This 2 digit number is given to each square accordingly. If the king is in h8 square, it is written as K88. Thus the position of pieces are shown.

In one problem, see figure in Page 52. The places of squares occupied by 4 pieces of white are written as K88 Q38 R77 R71. The black pieces are shown in the

squares K84 R82 and R72. This Koch system is also used in other entertaining games. In some all the pieces may be identical. e.g as in carroms, the round coins are placed, it is shown as 13, 26, 37, 45, 57, 62, 73, 84. This arrangment omits the first number and the second number one after the other.

This number 36, 75, 72, 34 denotes where this coins are in a brief way. In another deployment of forces, some files may not have any piece. then O is used. The same number is written as the example below. The number 36 75 7234 changes to 36 70 0234 when there is no piece in the fourth and fifth files.

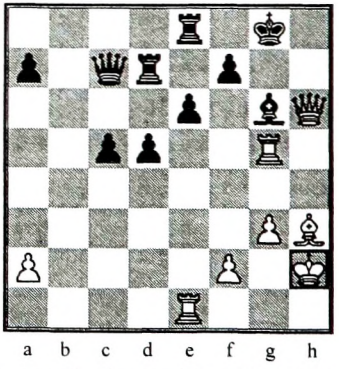
Note : This will work only when there is one coin in each file.

Forsyth System

(this also used to indicate position of the chess pieces)

After certain moves, the deployment of pieces, after a particular move is indicated by this system.

When there is an adjournment of the game which is to be continued after some time, the pieces are again placed as indicated in this system. When we discontinue a game, the white and black pieces are shown as in figure written in score sheet and kept in a sealed cover, and handed over to the arbitor. After the specified time, the game is resumed by opening the cover and the pieces are arranged as in the score sheet. In this system, In



Example for writing Deployment

the actual game, the white moves first and starts the black's clock, and the game goes on, and the pieces are indicated in three different ways. The deployment of forces is written on the score sheet from the 8th rank down wards i.e. from 8 to 1. If there are ranks which are empty, it is written as 8 or If two ranks are empy 16 etc.

First, If there is no piece, in four squares, 4 followed by small r and one empty square followed by small k and followed by 1, indicating the empty square. Please see the figure and it is written in 3 ways.

A. System

8 4r1k1
7 p1qr1p2
6 4p1bQ
5 2 pp2R1
4 8 ( )
3 6 P B
2 P4 P1K
1 4 R3

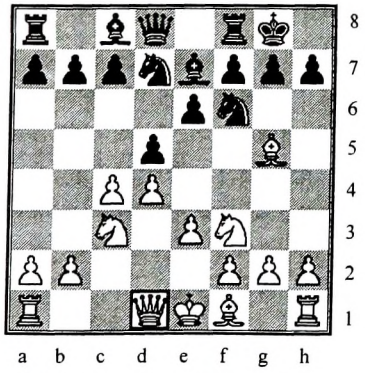
B. System (bracket for Black Pieces)

8 4 (R)1 (K)1
7 (P)1 (Q)(R)1 (P)2
6 4 (P) 1 (B) Q
5 2 (P) (P) 2 R1
4 8
3 6 P B
2 P4 P1K
1 4 R 3

C. System

4r1k1/p1qrp2/4p1bQ/2 ppzR1/ 8 /6 PB / P4 P1 K / 4R3

In some cases people indicate black pieces in small letters and white pieces in capitals. Otherwise they may even round off or a bracket for the pieces in the fourth



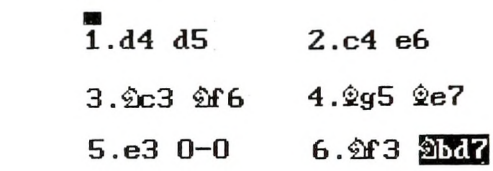
1. d4 d5, 2. c4 e6, 3. Nc3 Nf6
4. Bg5 Be7, 5. e3 0-0, 6.Nf3 Nbd7

rank. So against the 4th rank, No 8 is written. And inthe 5th rank also has no pieces, it can be written as 8/8 or 8+8=16.

Figurine Notation

(used in media)

In this system, the pieces are not indicted by



symbols, but actually the figures. Which are used and understood by any country man, not knowing english. Here it is perhaps necessary to recall that in different countries, the name of the piece is different and the first letter is mentioned in the move, so confusion arises as the symbols are different from country to country.

The moves in algebraic system printed is shown below.

Simple Method

The problems are when position of pieces are writen easily as shown below

White : Ke1 Qd1 Ra1 Rh1 Bf1 Bg5 (6 pieces)

pawns : a2b2, c4,d4,e3,f2, g2,h2 (8 pawns)

Black : Kg8, Qd8, Ra8, Ra8, Rf8, Be7, Bc8 Nd7, Nf6- (8 pieces)

pawns : a7,b7,c7,d5,e6, f7,g7,h7 - (8 pawns)

Computer Method

Here the symbols are not written but the piece in the square is noted by the square only. Like small b1-c3 means, the piece which is in small b1 Square is moved to small c3 square. This is a knights move. Similarly c4-d5 means the piece in the c4 square has gone to d5. And may have killed the piece.

3 Introduction to the 3 stages in a Game of Chess

3.0 The progress of the game - Various Stages

Chess is played with some ristrictions regarding time, speed i.e. number of moves made in two hours and therafter every one hour must make 20 moves; the session usually announced as six hours. The time clock for each player has small red flag which will rise 3 minutes(approx.) before the end of the session, and also every one hour when the minute hand moves beyond twelve the flag falls and indicates end of the game, in favour of the opponent while he also loses the game even though he has more pieces than the opponent and he is reaching a mating position. It is necessary to plan, the strategy and advance the moves as fast as you can which is reflected in the time taken and less than when he is moving slowly.

There are 3 stages in the game 1) Opening Stage 2) Middle Game 3) End Game.

1) Opening Stage

The pieces are developed to the forward ranks from their normal squares after he has decided on the strategy of the game. To go for an attack or sacrificing all pieces and equalising the forces so that a draw ends the end game.

2) The Middle Game

It is usual that the king is taken into safe place which is the castle by castling short or long. Once king is safe he decides the attacking and killing moves by the opening stage. The development of

pieces takes about 12 moves but in the middle game it may take about 60 moves during which major pieces are exchanged and the king is left with a minor piece and a few pawns.

3) The End Game

The pawns are advanced as much as possible by exchange of pawns and pieces with the result king is left with one or two pieces and there are few pawns. Though the total number of pieces of his force are more than the opponents total pieces, it is an indication of the excess power. Now only, the kings come into activity and try reach the centre as fast one can which is called centering of kings. The excess of the moves may not count to decide the success. Incase the one which has more number of piecess than his opponent usually exchanges the minor pieces and then tries to promote the pawn by pressing the advanced pawn to the last rank and create a Rook, Queen, N or B and mate the opponent. So in the middle game the strategy is dicided by creating passed pawns and promote his pawns in the end game.

Capa Blanca is considered as an expert who plans and moves ahead in the creating of an end game and promotes the pawn and defeat the opponents. Now-a-days our Vishwanath Anand is also known as an expert in the end game.

Control the Centre

(1) Opening Stage : This takes atleast 12 moves and development of piecess differ as per the title of the opening. The most important point in the opening is to develop the pieces to advance to higher rank either to occupy the four squares at centre squares directly by placing the pawns there like d2-d4 or e2-e4 otherwise it can also control the central squares indirectly d4-e4, d5-e5 by developing the knights to Nc3 or Nf3 for white and

Nc6, Nf6, of the black or by developing the Bishops to b2, g2 (white) and b7 or g7 (black). There after N and also B in the squares b1and c1 and g1-f1 are vacated enabling K go to safety and the Rs connected gaurding the rank 1 by (white) rank 8 for (black).

The opening stages are named as Qp opening or d4 opening and Kp opening as e4 opening and these are called centre pawn openings.

(2) Flank Openings: In additon to obove flank openings are indicated by movement of pawns to the next rank by jumping 2 steps like c4 opening (English opening) g3 kings Indian opening, f4 Dutch opening.

The RP are also developed in the opening stage a4-a5 which is a strange opening. Wool-woomlu which is popular in Australia by some strong players who surprise new players coming to the country who think the white is a beginner. The famous flank openings are many but the important ones or Kings Indian, Q-Indian openings.

(3) Irregular Openings while experts play the same moves called thematic moves by standard sequence. The opponent also replies to each move in the standard way usually these procedures save time and these are known from memory.

The E4- King pawn openings usually referred strong players who start the attack from the begining. .d4. Qp opening is by those strong players who wait for opportunity for defence and also offence and play safely.

The flank openings are popular in the Indian National game are named by the pieces which is moved. Bishop or Knight here usually pawns to b3/g3 and B are played in the B2-G2 squares and black to move to Bishop b7 and g7 after b6/g6 this called bishop fianchetto. There after the white N moves

to c3-f3 squares and black N to c6-f6 squares and then the castling is done. and this is called Indian opening. The National game gives the king a right to jump as a knight only once for Castling provide it is not checked by opponent even once.

3.1 Ten Commandments - Precautions to be taken in General Game

1. N to be moved to c3-f3 white and black c6 or f6, N are useless when played to a square near edge of board as they control only 2 squares while the move to c3-f3 it commands more numbers of the squares.

2. Develop one of the Bishops by Fianchetto (g2-b2) while the other is to be moved to the centre.

3. Dont move any piece in the beginining 3 times consecutively.

4. In the beginning few pawns are to be moved. After the castling of the king the pawn a,b,c in the second rank f,g,h are called walls of the fort, not to be moved unnecessarly because they create weaknesses and usually invite the opponent to attack and enter the fort or castle. In the Indian game RP moves to a3/a6 or h3/h6 systematically are popular to prevent the oponent's Bishop occupying the g4 or b5 square to pin the knight in c3 or f3 and later exchanging them. This is called as weakness in the present day openings.

5. Do not move Queen in the early stages, but if it is forced, it should be brought back to birth place as early as possible. Otherwise it helps the opponets to attack the Queen helping early development of his pieces and gaining tempos.

6. Try to continue the tension in the centre as long as possible.

7. Take care that some times the opponent may trap you offering his pawns and put you in bad position.

8. Decide early which side you want to castle for safety. This is done by watching the opponent's moves and guessing opponent's intensions to which side he is castling. Sometimes we may not castle opposite to the opponents castle but to other side so you can advance your pawns to attack his castle. Only in the French defence King is left in the original square. Sometimes when the queens are exchanged in the early stages in the opening it may not be necessary to castle the king at all.

9. When you are playing with black pieces you are one move behind the opponent and when the forces are equal offer a draw to the opponent if he is a strong player.

10. Play always the opening that you are accustomed, to save time in the opening. When your opponent offers or sacrifies a piece it is not necessary to accept the piece. When you may analyse you will be in a inferior position usually when a piece is offered and sacrified it an indication that the opponent waits to benefit in later moves. In Sicilian defence and Kings Indian defence it is always seen that both players advance the pawns, the other side of his castling.

Second Stage : Middle Game

When they exchange pieces on each side to create passed pawns there after exchange enabling him to promoting the passed pawn by reaching the last rank it increases the force by Q-R, B, or N

End game

In the end game after the exchange of pieces and pawns you find that kings are left with a piece and few pawns as below. White : K,Q, 4 pawns or K,R, 2 pawns or K,B, 3 pawns. Black colour K

and 2 Rs, 3 pawns or K,B,N, 1pawn or K, N, 3 pawns from above you may see that both side have equal points by adding the total of values of each. But the result is not influenced by the strength alone but how pieces are deployed also.

If the kings some times, are left with one Bishop each which are of the same colour but if the colour deffers it may end in a draw similarly if the K has one piece and opponent has no pieces. If the pawn is in a or h file and opponent's K is far away from these, pawns can be promoted. If the opponents king is near by to reach the a8 or h8 square it can stop the pawn from promotion and usually game ends in a draw but if the pawn is in inside or other files a tactful player who has the extra pawn can help the pawn to reach the last rank by exact play. It may be noted when one of the K become lonely without even a pawn the opponent must mate the lonely king in 50 moves otherwise the game ends in a draw and they have to share the points.

(1) If one king has Queen he can check mate the lonely king in 9 moves

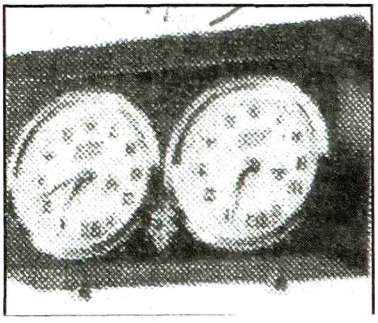
(2) If the King has one R and lonely K has none the lonely King can be mated in 16 moves.

(3) If one king has 2 Rooks the opponent lonely king can be check mated in 12 moves.

(4) If one king has 2 Bishops you can check mate opponent lonely king in 20 moves.

(5) If the king has 1B, 1N it may take 30 to 40 moves if the player knows the techniques to check mate the lonely king.

(6) If each of the kings has only one minor piece it is not possible to check mate the opponent's lonely king.



Clock

3.2 End Game - Check Mating the King

We have learnt in the previous chapters Introduction to rules, how to write moves, values and powers of pieces their movements and finally we learnt that a game consists of 3 stages briefly. If you want to learn the game there is no point in reading the book like a novel. Because chess science has been described so far in concise way. Those really interested in learning the game must keep the board and arrange the pieces and mark the sides White, Black and write the name of the file as a,b,c,d,e,f,g,h and the ranks White to Black 1-8. They should be able to identify every square in the algebraic system which helps writing of moves when you move the pieces or exchange pieces. By now you must have come to understand and come up to the International Standard one must practice how to identify the squares algebraicly and should be able to play the game which is already there. This will help writing moves in the played game and also play the game from the printed game given by the moves.

The end game objective is to mate the king in the specified number of moves in the book or paper or magazine.

We are taking you to Chess Basics II. Here one must know that in the end game a pawn is advanced to the other last rank and promoted and made QBNR. Usually after having exchanged all pieces one of them may be having king and pawn while your opponent is lonely king without pieces from the move when the lonely king lost pieces the moves therafter are restricted to 50. This is done by K by promoting pieces combined in a systematic way and mate the lonely K before 50 moves

are made. Some player not knowing the procedure waste the number of moves by repeated checks and unable to mate the king before 50 moves which ends in a draw lose a chance in winning and forgoing half a point sadly.

In the International system when one of the king loses this last piece or pawn it is called a lonely king and as stated above the king with more pieces should be able to mate the king within the 50 moves and win a point, otherwise it will be a draw. and he loses half a point. Below we show the minimum number of moves a K and minor piece can mate the opponent's lonely king in minimum moves depending on the number of pieces. He has one

1) K,Q vs K - 9 moves

2) K,2R vs K - 12 moves

3) K & 1R vs K - 16 moves

4) K & 2B - 20-25 moves

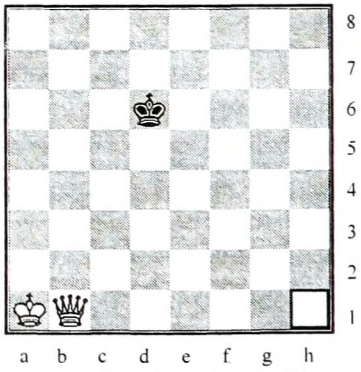
5) K& B and N vs K - 30-40 moves

6) K&B vs K not possible to mate

7) KN vs K not possible to mate

King & Queen Mate Lonely King

Place the board and keep the black king in d6 square White K a1 and Qb1 this a an example when the first move given to white should be able to mate in 9 moves. In all these cases the same trick applied is that the black king is driven to nearest rank or file (edge) afterwards mate is possible with Queen when the K is in same file or rank. Opposite each other see the diagram and the



Lonely King mated by King & Queen

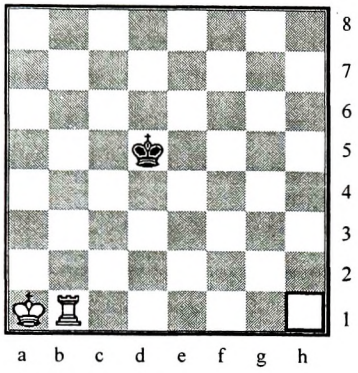
mating of the K is done as per the moves given below.

1. Kb2, Kd5 5. Qg5, Kf7
2. Kc3, Ke5 6. Qg4, Ke1
3. Qg6, Kf4 7. Qg2, Kd1
4. Kd4, Kf3 8. Kd3, Ke1
9. Qc2 check and mate

This can be made by those who are practicing regularly and good players but we advise the biginner to treat the Q as a Rook and mate the lonely K as per the procedure given below until very familiar. Otherwise there is danger when it results in stale mate and as draw.

Lonely King Mated by King & Rook

This situation always arises when the extra pawn which is promoted as a Rook or inthe middle game itself one has lost a rook all the pieces are exchanged. The procedure is as follows the R has only 5 points & power and less than Q power by 4 points hence it will take 7/8 moves more for mating the king (see the diagram below). The Kd5 position, White K is in a1 and the R is b1 square.



Lonely King mated by King and Rook

White has to move and drive the K as stated earlier to the nearest rank or file at the **edge** and when the kings are opposite to each other attack K by the R in the last Rank of File & Check mate. You want to drive K to the nearest edge which is the 8th rank. For this we have to place the Rook in the 4th rank at b4 and bring the King opposite to the black king and say check which enable the black to move next to 5 higher ranks.

Everytime we must ask opponent king to come opposite square and then

give a check to the K by a Rook. The same procedure is repeated to gradually forcing the king to move to the 8th rank or edge.

1. Kb2 Kd4 6. Kd4 Kf4

2. Kc2 Ke4 7. Rf1ch.Kg5

3. Kc3 Ke5 8. Ke4 Kg6

4. Kc4 Ke4 9. Ke5 Kg5

5. Re1ch.Kf5 10.Rg1ch.Kh4

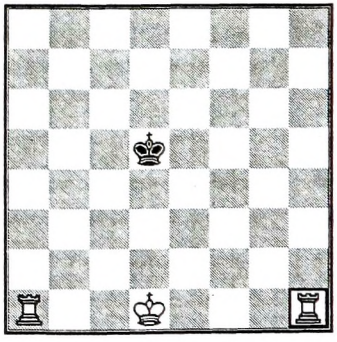
11. Kf5 (not f4) After the 10th move the king should not go to f4 but to f5 and force the opponet to come opposit king in the same file at the time you say check by white rook. The black K won't come because of the check and is forced to the a file etc. **11. Kf5 Kh3 12. Kf4 Kh2** it moves in the same file to waste some moves and force the white to make more moves. In move **(13) Rg3 or Rg8** in the early learning stages, **Kh1 14. Kf3 Kh2, 15. Kf2 Kh1, 16. Rh3 ch. mate.**

Those who practise this procedure regualrly can mate in **15 moves here 13th move Rg3 if you touch K you will lose the Rook as a result** of the touched move rule.

3. King & 2 Rooks Mate the lonely King

This procedure is easier than the above two cases here there is no work for the King. One of the rooks will then control the file or rank (4) Prevent the king coming to higher rank the next rook says check and alternatively moves of Rs in the file or ranks force the king each time to go to a rank or file nearer to the edge.

eg. The pieces are placed in diagram white king at Kd1, Ra1, Rh1. The black king is at



Lonely King mated by King and 2Rooks

Kd5 if you watch carefully the diagram the black K is nearer to the 8th rank and only 3 squares are left in the file we must see that the black king doesn't come to 4th rank, for this we must create *"a fence"* by placing a R on the 4th rank on h4, next you say check by moving the other rook to 5th rank a5 then Black king is forced and cannot stay in the 5th rank. But to move to the 6th rank so by alternate moves of R black K is forced to move to the 8th rank and get check mated the moves are as follows.

1.Rh4 Ke5 2. Ra5 ch. Kf6

3. Rh6 ch. Kg7 Now you must be careful not to touch the other Rook to say check at a7, then the black king will kill the R at h6. The R must be shifted from h6 to b6 away from the king not a6. If the R's are an same file they cannot move freely so Rb6, Kf7 but will continue in the 7th rank to delay and increase the number of moves and move to the 8th rank, Ra7 ch. Ke8.

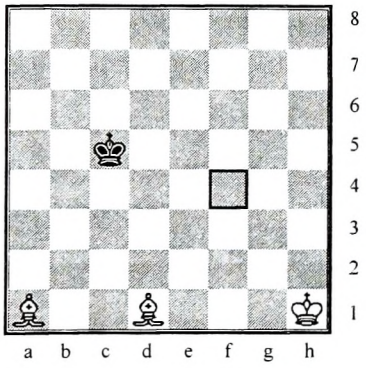
Rb8 ch. mate this takes above 12 moves but when the white king is in middle and rooks are the same file it may take more moves.

4. King and 2 Bishops Mate the Lonely King

Deployment of pieces is as below

White : Kh1 Ba1 and Bd1

Black : Kc5



Lonely King mated by King and 2Bishops

Note that the Bishops always placed in different coloured diogonals. As in case of rooks above the 2 bishops move to the side diagonals helped by the K as below

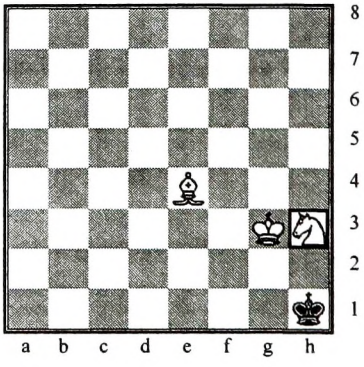
1. Kg2	Kb5,	10. Kd6	Kb7,
2. Kf3	Kb4,	11. Kd7	Kb8
3. Ke3	Kc5	12. Ba6	Ka7,
4. Ke4	Kb4,	13. Bc8	Kb8,
5. Kd5	Kb5,	14. Bc6	Ka8,
6. Bc3	Kb6,	15. Kc6	Kb8
7. Ba4	Kc7,	16. Bb6	Ka8,
8. Ba5ch.	Kb7,	17. Bd4	Kb8
9. Bb5	Kc8,	18. Kb6	Ka8,

19. Bb7 ch. Kb8,

20. Be5 check mate.

King, Bishop and Knight mate the lonely King

This is very different difficult also and takes lot of moves. Only those who know the principle and trick may try to slowly combine their moves and drive the K to the edge of the board **to the corner square of the same colour as the Bishop** experts can mate from 20-40 moves by quick analyses and combination which is not possible to give all moves but one must note that the last moves should be as shown in the dagram, here the K is driven to the h1 because white bishop is in white diagonal if you have bishop in black square the Black King must be driven to h8 or a1 square



Lonely King mated by King, Bishop and Knight

G.M. Harikrishna

4 Opening Theory

4.0 Categories and Variations

We have already learnt that there are 3 stages in a game. The first is opening, Second is Middle game and the third is end game. Experience shows that your first blow is half the battle " A Good begining is half the battle" if you deeply think and plan your procedure and start the work you feel that half the work is over the same applies to chess also.

White always moves first if you move the KP to e4 it is considered as the best move the reason is the pawn occupies the centre and opening the diagonal for Queen and also bishop so that they are able to come out freely. A story goes that when the greatest chess player Alekhine was asked "why do you always make the first move e4 and why not start with d4 move then that expert replied "true but I don't know what to play after d4 move" these strange words surprised every body as he sarcastically told e4 is better than d4.

But in the opening stage as already said there are 3 stages one is Centre opening, Flank Opening and Indian Opening thus the 3 catagories have gained attention of all the players.

Where should we move a piece to make the 1st Move That is your first move

Just like white making the first move black always replies according to chess theory and it is its first move. After placing the board

correctly and the pieces are arranged with the Q's in their own colour it is white who moves first and black can't move first it has to reply by its own first move. If you want to know its idea behind opening procedure of the game you may recall how you normally attend to work for eg: if you want to go to routine office you have to open the front door, then the gate and shutter of the motor car shed and come back and keep the office file in the bag and the costly Jewels and important meterials in the Godrej almirah and then take the car out to the road. Your procedure are similar when there is no battle all the four wings of the army are taking rest and have to be developed and made ready for the battle. Similarly in Chess in the opening the Knights are developed to the 3rd rank and bishops are Fianchitto to say g2 b2 for white and b7, g7 for Black the pawns to occupy the centre and after N and B clear the 2 squares on the King side it enables K to move to the castle for the safety and all this development is done in 10 to 12 moves and it is called development or deployment of forces for the battle to start.

These development moves are many and after careful study after many years experts have arranged sequence of moves accepted by most of the experts and given different names. In the final judgement they have organised the moves. There is no hard and fast rule to fallow the theoritical sequence of moves but considered what is convenient and appropriate with one's own creativity. Here only the genuine talent of the player is judged for eg. in music the swaras (the composition) is repeated by rote and another singer in his creative capacity and ability sings the songs by repeating same but changes of his own. If you recall for the songs are classfied as Bala subramaniam way or Gantasala or Rajeswar Rao; show their creativity in the

classical song or in light music and we may call it by a brand name. This is called the originality of the singer.

In the middle game the players, orignality comes to test. We see that some players make fast moves as per the book moves by Rote and then drop off there after.

The first 10 moves are taken as guidelines and then without understanding the consequences repeat the moves. They fail to play properly when the opponent changes his sequence. This player, by not knowing the purpose of the opponents moves collapses and he cannot make the appropriate move. That is why chess master emphasises to his students to know the purpose of each move, then reply with the proper moves and continue the game. A beginner makes moves which are irregular with no purposes or utility. Some beginners start moving a pawn up-up-and-up or repeat the same moves made by the opponent and the opponent knows how to trap you and the K is mated.

As far as possible fallow the Ten Commandments given below.

In the Opening

10 Commandments

1. Do not start attack before you develop your pieces.

2. Move the king into the castle as early as possible because in Telugu quotation "Alasyam Amrutham Visham", which means delay results and even the Amrutham (Divine Wine) can also turn as a poison. If the King is retained in its original square it is open to attacks. There is no kingdom without the king you can't rescue his life when in the centre.

3. Do not move the Q early to forward positions and make moves with it early. With draw it as early as possible.

4. It is not advisable to move same piece 3 times in the begining instead of

developing other pieces or pawns.

5. Dont advance your pawns too much to higher ranks.

6. Avoid the pin of a piece by the opponent.

7. Don't move your 3 pawns of the castle where the king has shifted. In National chess game, It is common practice for the players to move the R pawns to a3, h3 or a6, h6. This is done not to allow his opponents Bishop or Knight to place it on the b5, g5 squares and pin the Knights and b4, g4 for black.

8. Not necessary to accept all offers or sacrifices by the opponent. Here the opponent gains in some way.

9. Do not *under estimate when the opponent makes a threat.*

10. When the attack is too serious and there is tension try to exchange pieces and reduce the tension. There by *you simplify the game.* When you are attacking after planning do not change the sequence in your anxiety to mate him because the opponent in inferior position behaves like a cat confined to a corner and may jump on you suddenly. He may be waiting for an appropriate time before he attacks you.

In the above narrations we have described the points as applied to white colour these apply also to black colour because white moves first and black replies those moves we call an attack by the white and defence by the black colour. The white also makes defensive moves.

We have described the openings as centre pawn openings, flank openigs, irregular openings. As per the first move let us examine the sub-categories of each

Sub Categories in Openings

Openings are known in 3 types one is *open openings, half open opening*

and the third is *closed opening.*

1. In the open openings the white king pushes its pawn to e4 and the black king pushes the king pawn to e5 and it is called e4, e5 opening and belongs to the **open opening catagories.**

2. The white king moves his pawn to e4 as above but black **doesn't move his pawn to e5 and makes any other move** this is called **half open opening.**

3. In the closed opening white has no restrictions to move his pawn to e4 instead he is free to move any other piece or pawn.

Attacking or Defensive Openings

Further as we move we come accross sub-catagories one of them is attacking and other defensive moves. When king pawn moves to e4 it is considered as a attacking opening usually this is popular with those who like attacking game.

Queen pawn opening when the QP moves d4 these are called defensive openings. In this opening the player avoids attack from the beginning and waits for proper time to attack. These type of people usually start with d4 and give preference to defense and keep the options of attacking to an appropriate time.

C4 opening is a flank opening to those who keep their options of attack or defence confidently and change the opening to separate variations. They are usually experts who are capable of deep analyses and change an opening into any other variotion and keep the opponent guessing and in confusion. Besides these experts make the ten opening moves. altering the sequence but make the same move as per the book and arrive at the same position finally.

The Aims of a game

Before we start the games we have to decide what opening is to be played,

how to carry out middle game with an eye on the end game. The planning has to be done thoroughly before the game is started and the moves are made to get our required situation or position.

Instead of fallowing the commandments like 10 opening moves castling the king and in the 8th move we make the book moves because our coach has told us or by Rote. Afterwards not knowing the reply when an opponent changes his moves different from the moves, he doesn't know how to reply against him and lose pieces which is a common situation. We generally see, there is also a purpose after every move. Without reason, we should not make moves because the move is from the book or recalling the advice of the coach.

Example: The Russian team participated in the Olympic with the coach a GM who told the members of women team that he is going to canteen for tea and all the players are to make the 10 opening moves besides sending their kings into castle. All followed his directive but one small player questioned herself why should king go to the castle? Is not the king a warrior and so did not castle the king.

The chess coach after finishing his tea and came back to the players that little player was afraid & realised that in a few more moves there is an advantage and played it confidently and won the game. The other 3 player fallowed the coach's instructions castled the kings though not necessary and lost the game. Out of the three two players had to move hell and earth to fight for a draw. What we learn from the above is : it is O.K. when you play when the player is familiar that different moves are considered good. We should know for any disease though there are so many good medicines we only select the medicine which cures the desease. We will not just take the medicine because it is

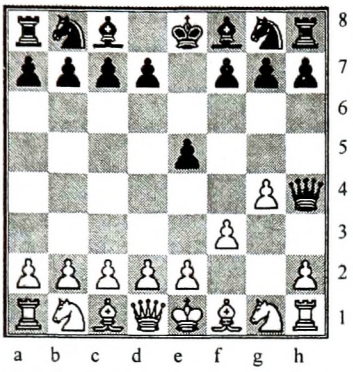
good but select those which cure the desease so there is saying that **whatever cures it is called the medicine** though there are many medicines considered as good.

One must always make a move which is correct and doesn't matter whether your opponent is good or no good. When you are playing against a small boy you should not assume that he is not good and avoid the appropriate move. Sometimes the boy may reply correctly without knowing that it is the correct move, and the reply may put you into trouble. For instance Karpov when he played a 7 years old boy always played the correct move but did not try to finish the game quickly through shortcuts. That is why Karpov is called "Chess Machine". One must know that to keep the chess crown on his head for 10 years is not a joke and an ordinary thing.

Fool's Mate

As an exmple to follow the above principles, let me give you below a game called Fools Mate.

Fool's Mate.



White did not follow the 10 commandments

Black Check mated the white king just under two moves because white has not cared for four of the principles. The first move he made f3 which is a first mistake then he opened the diagonal and enabled the opponent to attack.

In the second move he made a second mistake by moving NP to g4 inviting opponets queen to attack the king by Qh4 and check mated him because white could not block the diagonal by any piece. Even the

advanced pawn to g4 (and we know pawns cannot come back.) could not help him.

Majority of the players who are begining to learn chess usually advance their pawn which they understand easily, besides these meaningless moves violate the 10 commondments and invite dangers but they do not understand??!!

Some beginners repeat the opponents moves and then get trapped.

4.1 Opening Variations - Their Names

Open Openings

The opening moves in chess are estimated at one lakh ninety seven thousand three hundred but the first moves alone can be varied by seventy two thousand and in that Sixteen thousand five hundred sixty six moves, the moves are made by movements of pawns only. And yet computer without being bothered plays the moves fastly wisely and without fear. Even though man's creative ability exceeds the above moves, he has the upper hand. Man has still got the capacity not to bother and fear the computers. First 4 moves means white to move and black to reply. The same is described by some as half moves. The computers are able to deliver more programmed and creative games because the man has the superiority in creative ability.

Let us examine closely and critically analyse the openings and their names and their variations in detail. We examine such of those openings which are in use by International masters and grand masters.

Open Openings

First we examine the open openings which are

called KP opening e4, e5 Faulkbir counter gambit, Giaco Piano, Evans Gambit, Ruylopez, Petroff defence, Slienitz game, Phildors Defence, and two Knights defence etc. and their variations.

Semi Openigs : Half open variation :

In this we can name Alekhine Defence, Pirc (Yougoslov defence), French Defence, Carokann etc. and also we examine their variations.

King, Pawn Openings

The first move of king is e4 and blacks reply e5 and then the following variations are seen. (A) Kings gambit etc.

(i) Kings Gambit Accepted
1. e4 e5
2. f4 exf4

(ii) Knights Gambit or Algeiers Gambit
1. e4 e5
2. f4 exf4
3. Nf3 d5

(iii) Bishops Gambit
1. e4 e5
2. f4 exf4
3. Bc4 d5

(iv) Kings Gambit Declined
1. e4 e5
2. f4 Bc5
3. Nf3
white pawn gambit offer rejected.

(v) Faulk bear - Counter Gambit
1. e4 e5
2. f4 d5
3. exd5 e4

Giaco Piano

1. e4 e5
2. Nf3 Nc6
3. Bc4 Bc5
4. c3 or d3

Evans Gambit

a) 1. e4 e5
2. Nf3 Nc6
3. Bc4 Bc5
4. b4 (evans gambit) Bxb4 ***accepted***
b) 1. e4 e5
2. Nf3 Nc6
3.Bc4 Bc5
4. b4 Bb6 ***(rejected)***

Ruylopez opening

with third move of black 3.... a6

a) 1. e4 e5
2. Nf3 Nc6
3. Bb5 a6
4. B x N(exchange variation)

b) 1. e4 e5
2. Nf3 Nc6
3. Bb5 a6

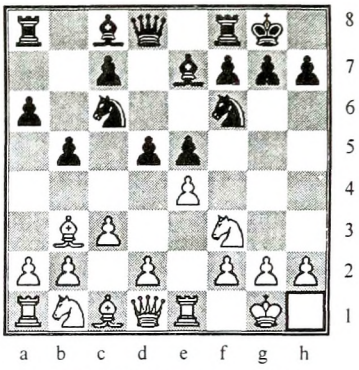
4. Ba4 d6 5. BxN

delayed exchange variation

Marshall Counter attack

1. e4	e5	5. 0-0	Be7
2. Nf3	Nc6	6. Re1	b5
3. Bb5	a6	7. Bb3	0-0
4. Ba4	Nf6	8. C3	d5

Ruylopez Marshal Counter Attack



Black 8th move... d5

Cordel defence

1) e4 e5

2) Nf3 Nc6 3) Bc5

Berlin defence

1) e4 e5

2) Nf3 Nc6

3) Bb5 Nf6

Old Steinitz defence

1) e4 e5

2) Nf3 Nc6

3) Bb5 d6

Cozio defence

1) e4 e5

2) Nf3 Nc6

3) Bb5 Ne7

Bird's defence

1) e4 e5

2) Nf3 Nc6

3) Bb5 Nd4

Janisch defence or Schielman defence

1) e4 e5

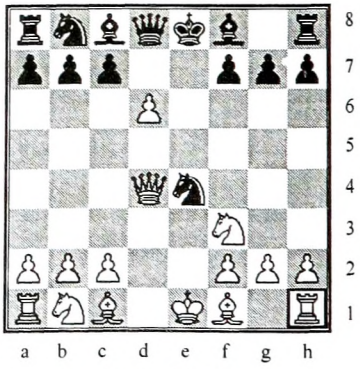
2) Nf3 Nc6

3) Bb5 f5

Petroff's Defence

1) e4 e5 2) Nf3 Nf6 3) d4 exd4
4) e5 Ne4 5) Qxd4 d5
6) exd6 en passant capture

Petroff's Defence



White's 6th Move
exd6 enpassant capture

Scotch Game

1) e4 e5 2) Nf3 Nc6 3) d4 exd4 4) Nxd4 Nf6 5) Nc3 Bb4

Phildor's Defence

1) e4 e5 2) Nf3 d6 3) d4 Nf6 4) Nc3 Nd7 5) Bc4 Be7 6)0-0 0-0 7)Qe2 c6, 8)a4 a5

Two Knights Defence

(For Four knights game see instructive games sector)

a. 1)e4 e5, 2)Nf3 Nc6, 3)Bc4 Nf6, 4)Ng5 d5, 5)exd5 Na5, 6)d3 h6, 7)Nf3 e4, 8)Qe2 Nc4

b) 1) e4 e5 2) Nf3 Nc6 3) Bc4 Nf6 4) d4 exd4 5) 0-0 Ne4 6) Re1

4.2 Half Open Openings

Let us now examine the above we have already learnt in this white king moves the pawn 2 squares up but black does not reply by e5 but moves any other piece in reply such openings are called **half open openings.**

eg : A(a) **Alekhine Defence** blacks reply to e4 is N to f6 and follow the game as below

1)e4 Nf6 2) e5 Nd5 3) c4 Nb6

4) d4 d6, 5)f4 dxe5, 6)fxe5 Nc6

Pirc or Ugoslav or ufimtsev defence

a) 1) e4 d6 2) d4 Nf6 3) Nc3 g6
4) Nf3 Bg7 5) Bg5 0-0 6) Qd2 c6

b) 1) e4 d6 2) d4 Nf6 3) Nc3 g6
4) f4 Bg7 5) Nf3 c6

6) Bd3 0-0 etc.

A) French Defence

1) e4 e6

2) d4 d5

Exchange variation

3) e xd5 exd5 4) Bd3 Nc6 5) c3Bd6 6) Qf3, Be6 etc.

2) Without killing 3) e5 c5

4) c3 Qb6 5) Nf3 Nc6 6) a3 a5 etc.

Nimzovitch variation

3) Nc3 Bb4, 4) e5 c5

Tarash variation

3) Nd2c5

4) e x d5 exd5, 5)Nf3 Nf6,

6) Bb5+ch. Bd7

Classical variation

3) Nc3 Nf6

4) Bg5 Be7 5) e5 N3d2

6) Bxe7 Qxe7

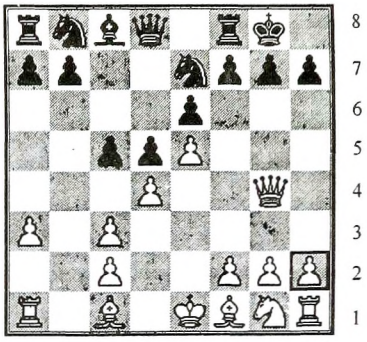
Alekhine chatard attack

6) h4 Bxg5 7) h x g5

Winnawer variation

1) e4 e6
2) d4 d5 3) Nc3 Bb4 4) e5 c5
5) a3 Bxc3 check 6) bxc3 Ne7
7) Qg4 0-0 etc.

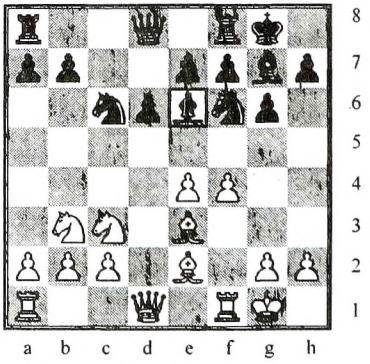
Winnawer variation



Black 7th move

Sicilian Defence

Dragon Variation



Qf4

Sicilian defence Dragon variation

1) e4 c5 2) Nf3 d6 3) d4 Cxd4
4) Nxd4 Nf6 5) Nc3 g6
6) Be3 Bg7 7) Be2 0-0 8) 0-0 Nc6
9) Nb3 Be6 10) f4.

After 10th move the Bishop B is fianchitoed to g7 - a speciallity if you examine the board the deployment of pawns at h7,g6,f7, e7 and d6 resembles the chinese famous dragon the pecular arrangments of pawns before eyes because of their shape of the arrangements this is named as Dragon variation, Here this has attained popularity as it gives attacking as well as defensive opportunities.

2. Scheveningen variation

In this variation black moves in the second move e6, which is speciality of the variation.

1) e4 c5 2) Nf3 e6 3) d4 cxd4
4) Nxd4 Nf6 5) Nc3 d6 6) Be2 Nc6
7) Be3 Be7 8) 0-0 0-0 9) f4 Bd7
10) Qe1 Nd4 11) Bxd4 Bc6
12. Qg3 g6

that the both variations (In this variations) black kings bishop does not Fianchito to g7 but move the bishop to e7 square.

3. Najdorf Variation

(Najdorf is an expert)

1) e4 c5 2) Nf3 d6 3) d4 cxd4
4) Nd4 Nf6 5) Nc3 a6

Whites 5th move Nc3, the black replies by move a6 and this is named as the **a6 Najdorf Variation.**

6) Bg5 e6 7) f4 Nc6 8) Be2 h6
9) Bh4 Qb6 10) Nb3 Qe3
11) Bf6 gxf6 (Bxf6)

4. Boleslavsky Variation

(Boleslavsky is a theoritical expert apart from being a player)

1) e4 c5 2) Nf3 Nc6 3) d4 cxd4
4) Nxd4 Nf6 5) Nc3 d6
6) Be2 e5 7) Nb3 Be7 etc.

in this variation the sixth move of black makes KP to e5 attacking the white Knight at kings d4,

5. Richtor-Rauzer attack

1) e4 c5 2) Nf3 Nc6 3) d4 cxd4
4) Nxd4 Nf6 5) Nc3 d6 6) Bg5 e6
7) Qd2 Be7 8) 0-0-0 0-0

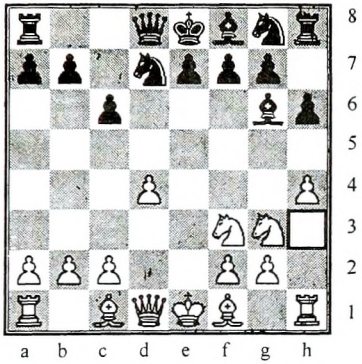
in this variation the white king goes to long castle and attacking from king side.

9) f4 Nxd4 10) Qxd4 h6 etc.

In this Rauzer attack a speciality moving **the bishop to g5, which prevents black going into Dragon variation.**

D. Caro-kann Defence

Caro-Kenn main Line



Black's 7th Move h4 h6

In this variation the game usually goes to draw

1) Main Line
1) e4 c6 2) d4 d5 3) Nc3 dxe4
4) Nxe4 Bf5 5) Ng3 Bg6
6) Nf3 Nd7 7) h4 h6 etc.

2) Panov _Botwinnik attack
1) e4 c6 2) d4 d5 3) ex d5 cxd5
4) c4 Nf6 5) Nc3e6 6) Nf3 Be7
7) C5 0-0 8) b4 b6 9) Bd3 Bd2
10) Be3 Ng4 11) 0-0 a5 etc.

4.3 Closed Openings

These closed openings have been thoroughly analysed but some games started as open openings but later changed to the closed game. Here we have discussed the general circumstances as they appear only.

Let us recall that open openings moves that KP is moved e4 as first move by white and black replies by e5.

Unlike the above closed openings involve black does not reply by e5 instead it may move any other piece or pawn in its first move.

The closed opening are categorised or systemetised by whatever name it is called. These closed games given below come under the category.

1.Queen Pawn opening including **gambits** onthe queen side.

2. Indian openings the moves include bishops going to b2, g2 by white and b7 g7 by black is generally seen in other words the K Indian by black moves is bishop to g7 while Q Indian it moves to b7.

3. Grunfeld Defence

4. Nimzovitch Defence

Further the flank openigs are identified as English opening with c4 Reti, Birds and other Irregular openings like Woolwoomlu in Australia which commence with R pawns being pushed ahead.

Queen, Pawn openings (Closed Systems)

(a) Queens Gambit where the QBP is moved to c4 and offer it to the oponent in the second move.

1) If this offer is *accepted* and Black take it by dxc4

2) Declined called queen's gambit declined.

The moves are 1) d4, d5 2) c4, e6 or Nf3 Changing to other defences like orthodox Tartacover, Laskar, Exchange variations Tarash, Chigorin etc, finally

symmetrical developments change to defences. Like Albin Counter Gambit.

3) Queen's Gambit Declined QCD includes **Slav** defence where the black protects the d5 pawn by moving c6 as 1) d4, d5 2)c4,c6 and Laskar defence.

Note : Without gambit others are **Stone wall defence, Colle Systems** and other attractive openings are available. See Instructive games sector.

b) Versov Opening :

Moves : 1) d4, Nf6 2)Nc3, d5 3) Bg5, N_b7 4) Nf3, g6 etc.

Indian Defensive Systems

In this white moves without bothering about how black has replied while the black changes its moves in many ways. The changed system are given different names as below :

1) Grun field Defence : here the QP d4 is subjected to severe attacks from black right from the beginning.

1) d4, Nf6 2)c4, g6 3)Nc3, d5 4)cxd5, Nxd5 5)e4, Nxc3, 6)bxc3, c5 7) Bc4, Bg7, 8) Ne2, Cxd4 9)Cxd4, Nc6, 10)Be3 0-0, 11)0-0etc

After the 11th move it is seen while d4 pawn is attacked right from the beginning.

2. Kings Indian defence

a) 1d4 Nf6 2. c4 g6 3. Nc3 Bg7, 4.e4 d6 5. f3 0-0

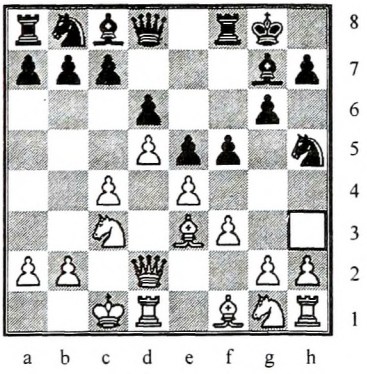
The moves 5 f3 is named as Samisch variation.

6. Be3 e5 7.d5 Nh5 8.Qd2 f5 9. 0-0-0

b) White Fianchetos to g2

Here the first 4 moves are as above but in the 5th move white one as above but in the 5th move white moves his Bishop to g2. This is called bg2 variation, and moves are shown below.

Kings Indian defence, Samisch Variiation.



White 9the Move 0-0-0

1)d4, Nf6 2)c4, g6 3) Nf3 Bg7 4) g3 d6 5) Bg2

Blcak castle to the king side only 0-0

3. Queens Indian defence

Here the Black Bishop moves to b7 thereby controlling the white long diagonal and attacks the whites d4 pawn.

1)d4, Nf6 2) Nf3, b6 3)c4, Bb7 4)Nc3, e6 5)Bg5 h6, 6) Bh4 Be7 7) e3 d6 (or 0-0 short castle)

4. Nimjo Indian Defence :

1) d4, Nf6 2) c4 e6 3) Nc3, Bb4 4) Qc2, d4 5)h3, Bxc3 5) Qxc3 6) Ne4

5. Dutch Defence

1)d4 e6 2)c4 f5 3) g3 Nf6 4) Bg2 Be7

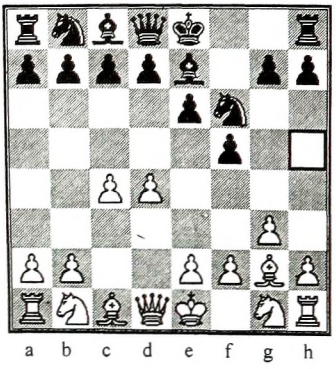
(d) Flank Openings

(a) The english opening by white's first move c4 by which white keeps the black guessing to follow white's gambit or Grunfeld. This applies to the above difference also. English opening is played by experts who thoroughly plan the game against black possible reply.

(b) Reti Opening :

1)Nf3, d5 2) c4 c6 3)b3, Nf6 4)Bb2 Bf5 5) g3, e6 6) Bg2 Nd7

Dutch Defence



Black 4th Move Bg2 Be7

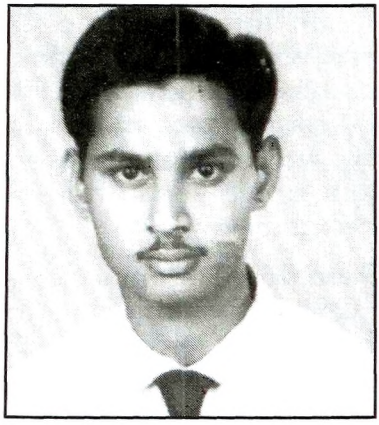
(c) Birds Opening :

Here C.Bird is name of one player.

1)f4,d5 2)e3 g6 3)Nf3, Nf6

(d) Sokolsky Opening

1) b4, d5 or e5 2) Bb2, Nf6 3) e3, Bf5 4) Nf3, e6



(Late) Er. B.M. Jawaharlal I.O.F.S.
C-DOC Advisor Computers

5 The Middle Game

5.0 Weapons

What is the aim in playing the game? Yes it is simple we have to capture the kings and win the game. To win you require proficency in the end game itself. To win it is necessary to know what weapons are there, how they are to be used, and at what time? In Mahabharat Indian epic the great Karna's curse is known to us. It says that the weapon when it is very necessary to use his weapon, does not come to his rescue as per the curse from his teacher "Parasurama". One should know when where, which and how a weapon is to be used appropriately. Any miss-use of the weapon may bring in ruin. Just because it is available it should not be used in a light way without deep analysis (the consequences and the moves thereafter).

First blow is half the battle

In the first stroke the snake's Spine should be separately broken. In the same way if we start our game inteligently it is as good as winning the game and we can safely say that **A good opening is half the battle.**

If the player should consider his training as complete in all respects he has to know, how to move the pawns which completes his training. There is a saying "that knowing sanskrit alone does not shine without knowledge of the Telugu" similarly to play the end game successfully he has to know the end game strategy to be a winner.

The cuban Capa

Blanca the world champion named as Cuban Bear Said "Excuse me" there is the middle game unfortunately between opening and end games and if you have to cross the middle game thorough knowledge of the end game procedure should be also known because you have to end middle game before starting the end game.

In the middle game the players original capacity or prowess is tested.

Indian players are generally known not to care for the theory of opening besides the end game.

Inspite of it they show high prowess in playing the middle game and increase their chances in using their originality. One example is grand master **Debyandra Baruva**. **Viswanath Anand** is an expert who has digested the end game technique and has earned a reputation. Amongst those who mastered all the 3 stages **Gary Kasporv** stands first. He belongs to Gargeo. (Russia)

In the Chess Battle the middle game is identified as important in chess

What is the aim of the game of Chess? One may say "simple capturing the king is it not?" and reply in lighter vein but the player to win the game should have various tricks. If you consider how to start the attack or withstand the attack you should know how and what suitable and proper defence is to be picked up from his weaponary. Using it sucessfully besides he should know where to sacrifice his pieces and when to accept the opponent's offer of sacrifice and is able to play within the rules of battle then only he will be nearest to victory and has confidence to prove the same.

The 64 squares should not blind his imaginative prowess and the ideas and combinations of piecess and creative powers should be possessed by him.

Middle game is an art at one time and the game proceedes smoothly, develops thrills etc., and we see and enjoy the entertainment hiding inside this game because of which this game came close to the people. Thatswhy mans intelectual capacity is able to withstand the onslaught by computer and hence still retained by us.

Chess is similar to a battle, the weapons and the "appropriate word" and the capacity to use tactics as well as are given below

1. The pin
2. the Night and other forks
3. X-ray attack
4. Discovered Check
5. Double Check
6. Over worked piece
7. Remove support
8. Combinations
9. Psuedo Sacrifices and
10. Blocking and line clearing

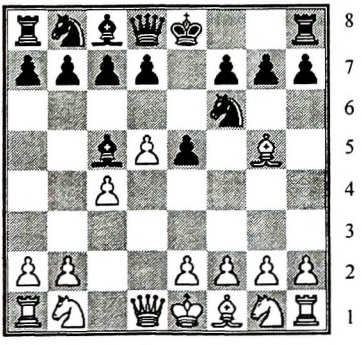
Let us examine the above

Weapons in Chess

1. Pin/Pseudo Pin

Pin and Pseudo pin you can see from the diagram that the bishop in g5 square has kept the knight in f6 square in pin. If the N is moved the bishop will kill the Queen that way we call N as pinned. Though it looks like a pin it is not realy so but is a psuedo pin. If simply analyse when the truth comes out. This pin is not much of use and if the game is played depending upon the pin white will lose the reasons are as.

Pin/Pseudo Pin



White 4th Move Bg5 Ne5

1. d4, Nf6, 2. c4, e5

3. d5, Bc5 4. Bg5

you can see the white bishop has pinned the Black knight in the f6 square. It looks like a good move but in practice it does not work as a pin because of **4..... Ne5,**

5. **Bishop x Q?? Bxf2Ch.mate**

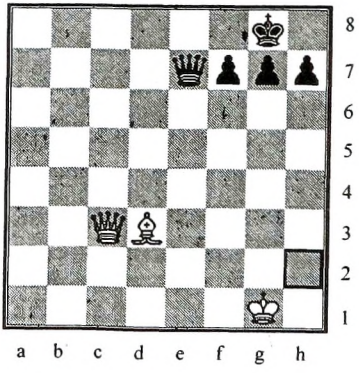
2. Over Worked piece and remove the support

eg. : Below the deployment shown in the diagram.

White Kg1, Bd3, Qc3 -(3)

Black Kg8, Qe7 and pawns at f7, g7, h7 - (5)

Over Worked Piece



1. Qc8 ch., Qf8 (Line Blocking)

2. Bxh7 ch. (Black k x h7) or Kh8 forced

3. QxQ, black has lost his Queen because the black king is supporting the Queen at f8 and also the pawn in h7 keeping support to two pieces. We played Bxh7, and the K has to move to h8 or kill bishop in view of the forced move the black Q has lost the support from the king and consequently the white Q devowers the black Queen. It is because the king has taken the responsibility to protect simultaneously two pieces, i.e. Qf8 and pawn at h7 and at the same time we removed one support and the other also lost its support.

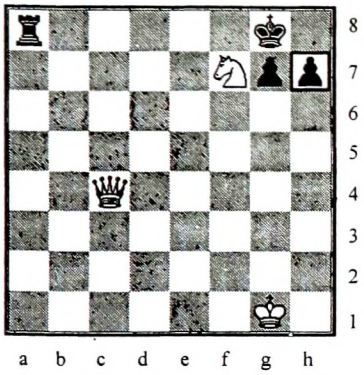
Let us examine another example

Smothered Mate

This means the king is surrounded by it own piecess unable to move when the opponent delivers check here forced moves are used.

The arrangements of piecess are as in diagramme. White Kg1, Qc4, Nf7.. (3)

Black Kg8, Ra8, P's at g7 and h7 - (4)



Smothered Mate

1. Nh6, dis double check Kh8 foced

2. Qg8 ch. RxQ (King x Q is not possible)

3. Nf7 ch. mate (smothered)

Note : Under double check the king has to move

here the white moves are very tricky and the king is mated.

1) Nh6 dis double ch. Kh8 not f8

2) Qg8ch. Rxg8 forced

2. Qg8-ch, he has sacrificed the Queen and attacked the King and forced black Rook at a8 to kill the queen because whites Q is protected by Whites Knight at h6 and here the king cannot kill the queen.

2. Qg8 RxQ, 3) Nf7ch. and smothered mate, the black king has no empty Square to move blocked by its own rook and pawns and finally got mated.

X-ray attack

Arrange the piecess onthe board as shown below

White : Kh2, Ra8 - (2)

pawn a7,g2 - (2)

Black : Ke7, Ra1 - (2) the game moved like this.

1. White Rook Rh8 and Black has only one move i.e. Kill the pawn a7 otherwise the pawn will go to a8 and promoted itself as Queen so there is no other way but to kill it R x a7.

1) Rh8, Rxa7

2) Rh7ch. The black king if it wants to escape and leave the 7th rank, the white R will be killed Rh7ch. means **the attack is through the king on the black Ra7 this is called X-ray attack.**

Zug Zwang

This is a pecular word in Germen language, chess rules state that black and white have to make moves *one after the other.*

They can't say pass in Chess. This is also one of the rights of the player who claims "I am to move not you", and thereafter utilise your right. There is as much responsibility equal to the right.

People usually think of rights only forgetting their responsibility.

This right may be used to get some profit in particular situations but in certain positions it may be a liability and a handicap and inconvenient in such situations. One may think "God I want to lose the right of making a move now" in the hope and realises that if he exercise and makes a move he will land in inconvenience and may lose a piece or his position may weaken and may give way to further inconvenience.

The player who knows that it is dangerous to make a move but is forced to make a move against his will, this situation is called Zug-Zwang in German Language.

Some experts use this weapon and wait for the apportunity in the game. In chess problems Zug-Zwang is used for solving problems is and used as a waiting move. When you want to solve the problem we may not see the proper move under such circumstances the word which Tamil Congress, President Late Kamaraj always used the word 'Parkalam', which means "we will see" without answering the question to get the time. Waiter means the server in hotel and in the Indian Political system the word 'Parkalam' has gained the place. Similarly we make a waiting move and see how the opponent replies to this move. In the chess language it is defined *as 'a move*

without a threat and *without fuss and unthinkable & silent move.* To this opponent is forced to make a strong move which he knows is harmful to himself.

The game illustrates the use of Zug-Zwang. White has one Queen while the black king has two pawns in addition to a Queen because of the extra pieces it looks black may definitely win.

If you go deeper into analysing you may start doubting whether black can really win. White waits as in such situations the right of making a move is to be decided.

In this position the right to move belongs to white. Examine the game white moves surprisingly and Black may get "Shock of his life" and fall down, shall we see?

Waiting Move

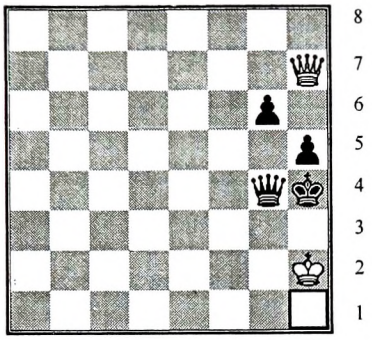
The deployment of forces are given below.

White : Kh2, Qh7 - (2)

Black : Kh4, Qg4 and pawns g6 and h5 (4)

If it is turn of white to make a move. (1) Qe7ch, and it should be blocked by Qg5 (Because if the pawn move g5 is made Q will come to e1 check and then mate the king).

Waiting Move



1. Qe7+ g5 2. Qe3 waiting move

(2) Qe4 ch. (if Qe1 the game will become a draw because of offensive check black moves its Q to g4

(3) White makes a small waiting move Qe3 and sends black to Zug-Zwang tension and loses.

Here black will lose than with ch.mate after whatever move he has made

you can yourself see by moving the piecess on the board.

Fork

In the western system of breakfast or eating food which is a commonly used (a spoon and a Fork). The fork has 3 sharp prongs to pick-up Idli, dosa or pieces of fruit and pronged fork is very usefull. Out of the 3 atleast 2 prongs are likely to penetrate the pieces for lifting and eating.

Similarly instead of 3 prongs. The fork in chess has two or more prongs used by the knight to attack two pieces simultaniously and sometimes also 3 or even more.

Which means with only one piece you are able to attack on the Board 2 or 3 pieces and the fork weapon is profusely used in Chess-Many players are occustomed to play the game by the use of Knight. Occasionally if there is choice to prefer to save the N and sacrifice even the R which has more points in certain positions.

This fork weapon can be made by a pawn, bishop and Rook and Queen also has fork attacks more than 2 piecess. One may try to save one piece but the other piece is lost but the piece killed by the N should have more value than Knight, except where it brings positional advantage.

Amongst all forks one which utilises a pawn is the cheapest getting higher profit.

Discovered Check

Discovered Check is a very wonderful weapon. It is profitable but when we collect a piece using this it should have more points this must be seen as an exchange of pieces exchange up.

White : Kh1, Qf1, Bf2

Black : Kf8, Qb8, P at a7

(1) Bishop x a7, dis.ch. if black moves King B x Q . Even if it blocks the threat by Qf4 x Qch. Q is lost.

Line Block

Arrange the piecess White Kh1, Qd1, Pe7

Black Kh8, Rf8

The line block weapon is used as below while the black king is in h8 move the Queen to d8 and attack the King the R in f8 has to be moved to g8 and if the black kills the d8. The pawn c1 will kill the Rook at d8 and promote itself to Q and if you do not kill the pawn at c7 it moves to c8 and becomes a Queen. Here we have not shown pieces for clarifying line block weapon, the reader should be able to understand though the arrangement of other piecess are not shown.

J-Adoube

(Iam adjusting)

Chess is a strange game the important rule like the touched piece the touched piece has to make a move. Usaully we come across arguments and quarrels when a player insists that the touched piece should be alone moved but the other player who touched replies that the piece is not in the proper position in the square but I am only adjusting not making a move and bluffs and refuses to make a move with that piece. But chess is able to survive so long. Otherwise this game would have disappeared by now. Players who intend to arrange the piece should announce "J-Adoube" loudly talking to the oponent or in his absence to Arbitor and then only touch a piece for arranging. If it is not for this chess would not obtain the popularity among people and it would not have survived if this rule was not enforced.

Shall we bring down the curtain on the story of this "J-Adoube"?

5.1 Manoeuvres

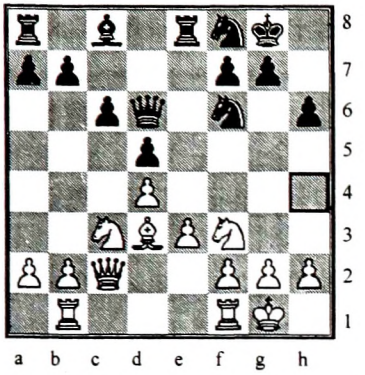
Experience shows that the experts indulge in manoeuvres in the middle game keeping an eye on probable end game position. In the epic Mahabharata it is stated that Abhimanya while an ***ambrio*** *learnt how the Padma Manoeuver has to be created. This Padma Manoeuver is a complicated one which allows the opponent easy access and entry into the army deployment but coming out is also difficult unless he knows the method it is said that Lord Sri Krishna who was there when Arjuna was narrating how to enter the Padma Manoeuver engaged Arjuna to diviate from the topic of telling Abimanya how to get out of the trap. Sri Krihsna did so because he thought if Abimanya learnt how to enter and come out of a Padma Manoeuver he will become a greater man and create problems in wich case Sri Krishna has himself to come again in another Avtar. So he disturbed Arjuna and arranged another topic so that Abimanya does not know the method of coming out from Padma Manoeuver. If you read the epic Abhimanya enters the Kaurav's army manoeuvre fighting but fails to come out and gets killed.*

We know how Gods also play tricks some times to establish Dharma in the world!!

Minority Attack

In Chess the Queen with two pawns attacks the 4 pawns of the black and create the QP as backward pawn. This is called the **minority attack** and is considered as a special one. This usually occurs in QP gambit declined variation. As shown in diagram the white has 2 pawns on the Q side and 5 pawns on the K side while the black has 4 pawns on Q side and only 3p on king side.

Minority Attack



White Rb1 Move after b2 pawn b4 goto the block for attacking

Here the minority of 2 pawns attacks 4 pawns formation of the black and tries to increase opportunities to win the end game by using the minority attack *Manoeuver.*

Place the pieces as in daigrame on board and observe the formation of pawns without the piecess this similar to astronomy where some stars appear in formation resembling a goat fish, scorpion, etc, Here we will see white pawns 2-5 formations **a2, b2** and the use of 5 pawns on d**4, e3, f2, g2, h2** squares as 2-5 formation while black pawns at **a7, b7, c6 and d5** square and **3p at f7, g7, h6** squares as 4-3 formations. The white pawns **a2, b2** attack the 4 pawns opposite as per moves below the arrangement of pieces is like this

White : Kg1, Qc2, Rb1, Rf1, Bd3, Nc3, Nf3, pawn a2, b2, d4, e3, f2, g2, h2 - (14)

Black : Kg8, Qd6, Ra8, Re8, Bc8, Nf6, Nf8, pawn a7, b7, c6, d5, f7, g7, h6 (14)

Start the attack after moving Ra to b1

1. Ra, b1... 2) b4..... 3) B5,

Move the b2 pawn to b4 and then b5 to attack the c6 pawn. If black kills b5 by P at c6 P in d5. becomes a backward pawn and is a handicap.

If not it refuses to accept the exchange by white b x c6 black also have to equalise by b x c6 Now c6 pawn of black will become backward pawn and a handicap in the end game Black has to keep one piece to support this backward pawn this creates many serious problems therafter for Black.

5.2 Conducting Tournament

The Touched piece and when the move is considered completed

In a tournament they will take a toss on who is to play the white and black. **It is a rule always that white alone has to make the first move.** In big tournaments clocks are also arranged. The chess clock consists of two seperate clocks one for the white and another for black. The arrangement that if the white clock is started it automatically stops the black's Clock.

Before the starting of game both clocks are arranged to indicate same time and when the white clocks is started. White makes a first move and then presses its button stopping and automatically starts the black's clock. Black takes his time to make the first move and presses its button stopping its clock and automatically starts the White clock. The long minute hand indicates how much time each has taken, usually the game has session of 6 hours in a day and play the game at speed of 20 moves per hour. If both play with equal speed each will take 2 hours shown on the clock by which time they should have made moves usually some player play faster and make the 40 moves in 2 hours while the second one exceeds by 10 minutes. The clocks may show for whites 1 hour 50 minute. Black clock shows 2 hours 10 minutes, the clocks are provided with a small red flag which rises when the minute hand goes to 57 minute and after it crosses 59 and shows 12 the flag falls and shows the time spent is 2 hours. The second player who is slow his minute hand will raise the flag when it is 1 hour 57 minutes by which time he has made only 36 moves and then the flag falls so it is considered that black could not maintain the speed 20 moves per hour.

So if in the game black has more pieces and also only a few moves are left to check mate the white king since the flag has fallen as per the time rule the arbitor decides the opponent as winner and other one as losing the game due to time (flag fall) or lost on time.

When is the Move Considered Completed and obligatory to make a move

There is confusion on many about this. The player that touches the piece and places at the itended square and removes his hand generally then only the move is considered as complete. Thereafter we cannot move it to another square. Some people have a habit of lifting a piece and moving it above the empty squares but the moment the piece is left in a particular square and hand is removed then only the move is completed and the opponent has to reply.

But when the clocks are arranged for the players the move is not considered as completed after he leaves the hand on the piece, he may even enter the move in score sheet, but **move is not completed until he stops his clock and automatically start the opponent's clock.** The opponent is not oblized to make his move untill the black has completed the move and pressed his clock to stop. The majority of players who have no experience of playing with clocks forget to stop their clocks after writing a move in score sheet and so unitll he stops the clock, his clock will be running **because he has forgotten to stop his clock.** Neither the arbitor nor spectators should point out to the player that he has not stopped the clock.

Neither the arbitor nor spectators remind the player that he has not stopped the clock. It is wrong and the spectarors may even be asked by the Arbitor to leave the playing area.

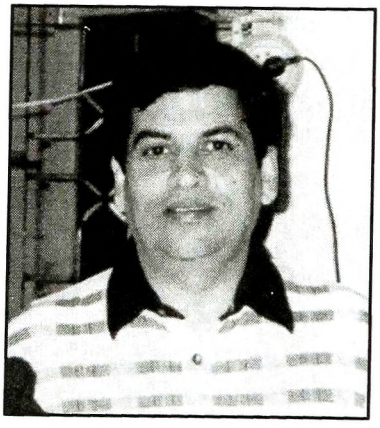
Clocks - Winning & Losing

In chess competition there are some more rules. As per rules a player can come to the table late by one hour but more than one hour he will forfeit the game and his oponent gets one point by walkover. If the white has come in time the arbitor starts the whites clock and the black will move only after white has moved and presses his clock. Same time if black comes late white writes **his first move on the score sheet and starts the opponent's** clock **without actually making the move on the board.**

It is not necessary to play the move actually because the black may be in the hall and knowing the opening move, he may plan what defence he has to play this preparation takes some time and his clock shows the delay he may not considor the delay as a handicap because he has prepared the reply and moves he has to make.

Walk - Over

A player who arrives more than one hour late *as per the clock in the hall* he is considered as having lost the game and one point is given to his opponent. It is called walk over. Sometimes as per the clock he fails to keep up the speed 20 moves per hour. he is supposed to have lost the game on time. If both players come late by more than one hour it is decided that both having lost their games and each gets zero points.



Er. BVK Kishore M.E.
C-DOC CoEditor &
Marketing Chief

Adjourned Game

We have stated that playing session is 6 hours but the game when has not ended the game is postponed to another time or day and started again. A player can come late by one hour when the game is adjourned the player who has the move is not obliged to make the move on the board but write it in his score sheet put in a cover and seal the cover. The time taken by each player and the clock time details are noted on the cover besides writing the deployment of pieces at the time of adjournment indicating on the cover and handed over to arbitor who starts the game at the appointed time by placing the pieces indicated on the cover and sets the clocks handles as noted on the cover indicating how much time each has spent.

Sealed move be careful pl. note both may lose the game for coming late by more than one hour considering it walkover. But if one comes late the other player may claim walkover only if he is physically available in the hall but if the sealed move shows a mate he wins the game though he has not come intime.

The player who has sealed the move is entitled to come late if he has time in the clock *but not after one hour.* His opponent, need not make the move on the board but write in on the score sheet and stop the clock and the Whites clock goes on moving showing the result win or loss depends on the speed of 20 moves per hour.

Fischer Clock

1) Clocks are available in many varities. Earlier clocks were heavy and bigger & later on small clocks and lighter clocks are available and are very nice to see. The recent development is called **fischer clock.** If one takes more time there is an arrangement to increase the time by a few seconds for every move in the

speed game of 30 minutes duration for both which means 15 minutes available to each. In some blitz games each player has only 5 minutes to mate, the opponent otherwise or who ever finishes 5 minutes earlier is deemed to have lost the game.

2) In chess it is obligatory to say check and it is in practice but in the International **blitz** game it is not necessary to announce check when you attack the K. If your opponent fails to notice that his K is threatened and fails to protect his king or does not move away his king from the threat the opponent can kill the king and win the game!

3) If there is probability of a draw you can offer a draw to the opponent but he may refuse to accept the draw and maynot even reply.

You should not repeatedly ask the opponent to agree to draw after every move this repeated requests may be considered as a disturbance and he may complain to Arbitor. Besides the above smoking and other disgusting manners like getting up and sitting frequently the opponent may object and ask the Arbitor to stop the above disturbance.

5) One can talk to the opponent only in specific times.

a) When you offer a draw

b) J-Adoube meaning informing the opponent that he is arranging the pieces only. Any other conversation is prohibited and the Arbitor has the power to adjust your clock time by moving the minute hand 5 minutes more as a punishment.

6) The players should not leave the hall without informing the Arbitor.

7) When the pawn reaches the last rank it is generaly by practice to promote the P to a Q but when a Clock is used if extra Q is not availabe the Arbitor will try to procure an extra Q from a board to findout the piece you asked for but your

clock will be showing time and time is wasted. **It is for this reason that you should ask for the required extra piece Q,R,B,N and then both clocks are stopped.** When the piece is foundout and it is placed in the last rank square, **you have to press your clock and automatically start opponent's clock only then your move is comsidered completed.**

8) When an illegal move is made by one of the players and both have not noticed, but they notice it after a few more moves the game is started again from the illegal move by arranging the pieces and time of making the illegal move. The clocks are also set back to the assessed value of time at that move.

9) Normally one wants to kill a piece the habit is to pick the opponent's piece with our piece and remove the killed piece from the square. Instead of killing but after touching the piece if you want to move your piece to another square the oponent may insist that you kill the piece only. If the opponent's piece is not in a position to be killed you have to move your piece and make a separate move with the same piece. If the position is such that you cannot make any of the moves you are allowed to change **and make a move with any other piece.**

10) **Castling a move of the King not the Rook :** As stated earlier if you announce that you are castling if you can castle with both hands K, R. If you have not announced you have to touch the K first not R. If you touch the R first and try to castle, the opponent may object and insist that you should move the Rook only. And you cannot castle some time some of the players not knowing the rule may start arguments and quarrels. The Arbitor may give a warning and give him chance to castle but later on in any other game or in a seperate round for the same mistake the Arbitor may not allow the castle.

11) Not writing your moves in the score sheet : This score sheet consist of 2 papers with Corbon paper for making a duplicate. **The score sheet belongs to the organisation not yours.** The moves are recorded regularly but when the time available is shorter than 10 minutes before the time control one can go on ticking but when there is less than 5 minutes left you may not write the moves or record ticks.

During this time either the Arbitor or spectators who Know how to record moves may help record the moves on a seperate sheet. After 40 moves are made both clocks are stopped and both players help each other and update the score sheet as per the rule, you are not allowed to lag behind by more than 2 moves in recording the Arbitor may insist the player to complete the score sheet in his own time. **One is not allowed to analyse the game during the time.**

Having more time for the player and refuses to write to score sheet and continue the game further the Arbitor may punish the player and may even forfeit the game, and his opponent is considered to have won the game.

Grand Masters Draw?!

Experts like Senior Grand Masters generally agree for a draw after some moves when there are equal forces and when the position is moving towards a draw and they realise it is waste of the time to play till the end. Some ordinary players may agree for a draw and gain half point after 5 moves only. Such agreements for draw are sarcastically described as "Grand Masters Draw".

In some major tournaments the organisers do not allow even grand masters to agree for a draw before making atleast 20 moves. The reason is that spectators come to the hall to see the game but it is embrassing to see the Grand Masters resting in rooms after making early draws.

6 The End Game

6.0 Promotion to Pawn

Moving pawns on a chess board is an Art by itself. Some use Knights in a clever way in their games. We see some players moving their pieces and pawns in a very specific way in their games. Such players are known as end game specialists. We usually often in conversation hear people mentioning : "After all he is a pawn in a Chess Board". But this humble weak pawn if it reaches the last rank it has an inherent right for promotion as a Queen, Bishop or Knight or Rook. Chess Rules have given the pawn an inherent strength of and a right to become as powerfull as they were considered weak. If the player fails to use this gift of promotion to a pawn it becomes a backward pawn, a handi cap and if obstructed by an enemy pawn it may bring the king to the 50 moves rule. You have to struggle to protect the pawn. Mind you ***"Pawn is a good servant but a Bad Master like Mathematics"***

Passed Pawn in an End Game

When you have a king and a passed pawn it is generally not difficult to mate the lonely king by promoting this pawn to Q etc. But on a few occasions it may not be possible. It all depends on the positioning of the pieces not only your pieces but mainly where the lonely king is! Also in such position, it all counts on who has the move!

1) If the pawn is located in file a or h. It depends on the relative distances in no. of moves the pawn can reach the last rank squares a8 or h8 for white and a1 or h1 for black and the no. of moves in which the lonely king is positioned to

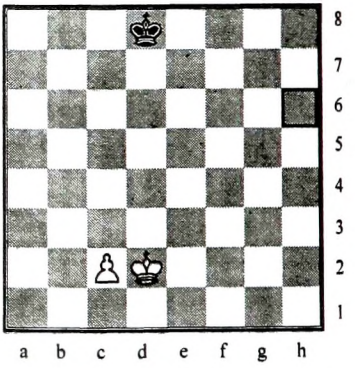
reach the a or h file and obstruct the pawn reaching the last rank. If the king is in such a square that it can move to the file earlier to obstruct the pawn reaching the last rank, the game normally ends in a draw when the pawn is in files near the edges ie **a** or **h** file.

2) In the middle or the Board the "opposition of kings" counts i.e. If the pawns are seperated by one square it is called kings in opposition in a **file** or **rank** or in a **diagonal.** We have learnt that no king should move to a square next to the other king in a file or a rank or a diognal. ***If there are morethan 3 or 5 squares*** between the kings, it is called ***"Kings in distant Opposition"***

6.1 Kings in distant Opposition

In such a situation the lonely king moves to the file in which the pawn is located and prevent it from promotion by reaching the last rank and the player who knows this procedure usually tries for a draw. There are some points to be known by each player how to avoid this attempt. One who knows the procedure and principles involved ***will manage to drive the lonely king from the file of the pawn*** taking careful steps in each move.

Kings in Distant Opposition



Let us see the typical example where the king and pawn and lonely king or positioned in distant opposition. (5 squares)(diag.)

White : K in d2 and pawn in

c2 square

Black : K in d8 - no pawns

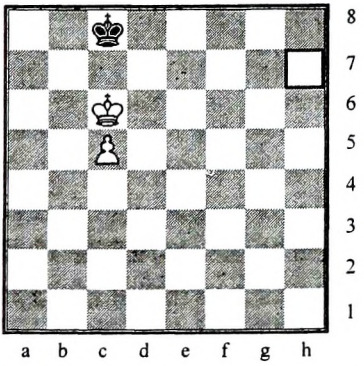
The Kings are seperated by Five squares in the same d file and so they are consider as ***kings in distant opposition.***

In this position the lonely black king tries to go into the c file of the pawn and obstruct it from reaching, the last rank square c8. So it moves to c7 square and the white king goes to c3 and obtains the opposition or move to the next file.

So if Black moves 3..... Kb6 (king to b6 square) white makes a **"turning manoeuver"** and for this goes to d4 square Kd5 and not Kd4. With the position Kd5 Blacks king cannot come to c6 but only to c7. Then white king moves to c5 and obtains its opposition. There after move the pawn up in c file and by manoeuver of "turning" gradually the Black king is forced to leave the c file.

Let us see the moves from beginning. Black moves first 1..... Kc7 2)Kc3 Kc6 3)Kc4 gets the opposition and asks the Black king to leave the file. Black has two squares to go Kb6 or Kd6. If Black Kd6 white goes to Kb5 using the turning manoeuver and force Black to go to c file c7 square.

White takes the opposition



White pawn sure to get promoted

3..... Kd6 4) Kb5 Kc7 or (5 Kb7 or d7) 6 white Kd6 (or Kb6) ..., Meanwhile it moves the pawn to c5 white turning goes to c6 and meanigly to see that the Black King does not threaten the c8 square the pawn should reach **c5** and the white king to **c6** and go into opposition and also the Black King to leave the c file and go to d8 or b8 square. The white king uses the turning manouver and goes to either d7 or b7 and is able to drive the Black king not to again reach the c8 square. Then the pawn is advanced to c6, c7 .... c8=Q. thereafter white king with the help of Q mates the Black lonely king in about 9 moves which we have already learnt.

Queening a Pawn a Slip between the cup and the lip"

Dramatically speaking there is always a slip between the cup and the lip as in one moment decides whether you go to hell or heaven.

Queening the Pawn

Queening the pawn involves a few methods and procedures. For instance one must evaluate how many moves the pawn takes to reach the last rank but also how many moves the opposite king requires to reach this square is to be counted.

For this there is

"1) Square law"

2) The Second Consideration in getting the opposition

3) Triangulation

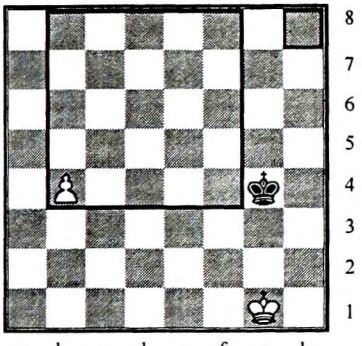
4) gain a Tempo etc.

6.2 Square law Manoeuvre

Square Law

Keep the white pawn in b4 square and Keep the Black king in g4 and White king in g1 square. As in diagram construct a square with 5 squares a side with b and f files and 4th rank and 8th rank. There are 4 squares for white pawn to go to last rank i.e. b4 to b8 and f4 to f8 which makes a square i.e. all sides are equal (b4to b8 - 5 squares, b4 to f4 - 5 squares, f4 to f8 - 5 squares, f8 to c8 - 5 squares)

Square Law



When king is outside the square white pawn gets promotion

Rule : If the pawn is inside the square and the Black king is out-side the square (g4), the rule says that the pawn has no obstruction for reachiing the last rank b8 for promotion. This king can not reach the b8 square. **Provided it is whites move first.**

But **if the Black King has the first move it can enter the square and reach c7 square in its 4th move and then kill the pawn when it reaches the b8 square** so it is not possible to promote the pawn if the Black king has the move or if the Black king is already positioned inside the square.

There is an exception to the above if the pawn is in b2 square. It can jump 2 squares in its first move and goto b4 square. So in such a case of pawn in b2 square we have ***to imagine that the pawn is in b3 square*** and hence construct a square with corners as b3, b8, g3, g8 (forget b2 square)

6.3 Triangulation Manoeuvre

Triangulation

The necessity of this triangulation manoeuvre comes to our rescue when the king tries to get into opposition position and ask the opposite king to leave the opposition and move to an adjacent file.

Here we will not allow the opposite king to obtain first the opposition chance and we try "to go into opposite and ask the opponent to leave the file. For this we have to use the dummy move or delayed move which is the principle in triangulation rule.

We carfully think that if you want to move the piece to the next Square it can be done in one move directly or go to another square and then in the 2nd move reach the required square thereby delaying you arrival by movement of one square. **This is called the rule of Triangulation which can be performed, by moving to a square of the same colour (diagonally) or to the square of opposite colour.**

For example if the king is to move from e2 to e3 one move is enough directly making the move, but if you want to delay it byone more detour move and go to d2 in first move and then in second move go to e3. We are intententionally making this detour moanoeuvre. Experts use it as a weapon of chess and show their skill.

Kings move

1) e2-e3 direct in one move second delayed way

1) e2-d2 then 2) d2 to e3 as per the triangualation manoeuvre.

Tempo

'Tempo' is wonderful manoeuvre in chess. In a game if the Black kills the white Qp at d5 by Q. develop your N to Nf3. Here you have **developed a piece and also made the**

opponent to move his Queen. Here you gain a **tempo** (move) as the opponent lost a move. This is because in the development stage, the knight has to be developed to f3 as routine measure. But here your move Nf3 has forced the opponent to move his Queen which is waste of time or move and yours a gain *'a tempo.'*

This forced move of moving the queen, has deprived the opponent to develop another piece in the developement or opening stage we are expected to develop the pieces as fast as one can. In an other way we can describe it as though the black has lost a move as white gains a move or tempo presented by the opponent.

Passed Pawn

In the end game if we have a passed pawn which can be promoted as a Queen the game has reached a final stage and the opponent can resign.

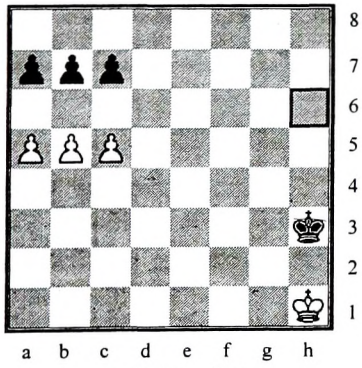
6.4 Try to get a Passed Pawn

When your opponent's pawns are obstructing your pawns directly and equal in number we can make one of our pawns as a passed pawn and promote it to a desired piece to win the game.

Here we show you pecular set up during the game which you may face and try to get a passed pawn if you know how to do.

See the diagrame, The deployment of Pawns is

Get Passed Pawn



White b6

as below:

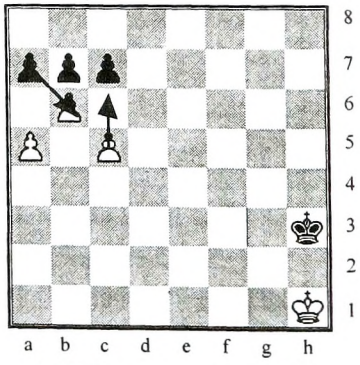
White : Kh1, Pawns at a5,b5,c5

Black Kh3 pawns at a7, b7, c7

White to move first and try to get a passed pawn. But the pawns are against each other. Here we may sacrifice one pawn or create a way fo develop the move ahead. Black also tries to get a passed pawn. Here one's analystical power comes to use.

For this let us see how it is possible by the moves

getting passed pawn



White 1. b6 axb6 (or cxb6)

shown below.

White sacrifies one of its pawn b6 and invites the opponent to kill it. But Black has 3 options

a) Move the Black King to move wherever and protect the pawn.

b) Kill it by c7 pawn or c) killit by pawn a7.

a) 1.b6 Kg4, 2. bxc7 or bxa7 and c8=Q, a8=Q White wins.

b) if 1. b6 Black replies cxb6 or axb6

if b)..... cxb6 2) a6 bxa6 3)c6, c7 and c8=Q If black makes b5 3) b7 and b8=Q

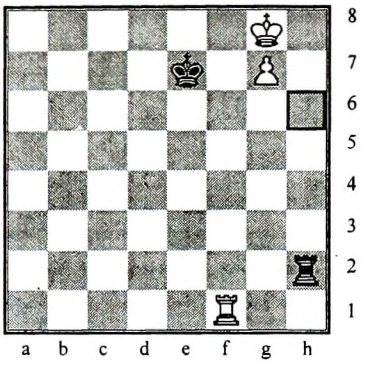
ii) If 1 b6 - axb6 2) c6if Black reply 2) axb6 3) a6-a7 and a8-Q

2) if Black goes to 5 without kiling white kills b7 pawn by cxb7, the white b8=Q

6.5 Lucena Position and other Manoeuvres

In every game we .. come across familiar formations of pieces after some moves. One of these is "Lucena Position" which we can frequently see in the game. If you recognise it as Lucena Position you may have to know the procedures involved and play accordingly. One who knows it plays it in a playful speed.

Lucena position



Blacks first move Rh6

Beyond this there are other manoeuvres like "Creating a stair case" and with "Queen Wheel manouvre", Heller's eccentric method & Tiangular/circle Manouvre etc. Using these the experts easily bind the opponent's pieces and destroy them.

Lucena Position

Position of pieces

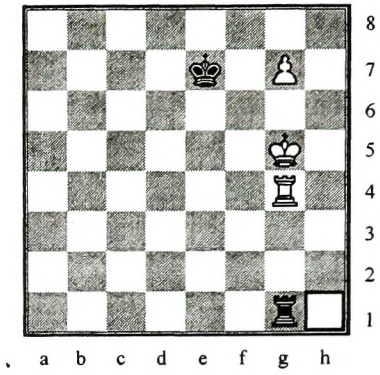
White : Kg8, Rf1, pawns at g7-(3)

Black : Ke7, Rh2 - (2)

In the Lucena Position you find the *white pawn is Blocked by his own king. The king is also unable to move to the adjacent file to make way for the pawn to reach g8* square and promote it to a queen, because of the Black Rook on h file and the Black king at e7 White Rook on f1 occupies the file between the black king and the white pawn thus preventing the Black king moving towards the white pawn and attack it.

We shall here see white using the **"Bridge building" method** to ward off the black Rook from

Final Bridging



8. Rg4

attaining the white pawn in the g file while the the King manages to vacate the g8 square and come up.

Please see the diagram. Black moves first.

1... Rh6, 2.Rf4 (Starting for building a bridge) Rh1, 3)Re4 ch. Kd7 4. Kf7 Rf1ch. 5) Kg6, Rg1ch. 6)Kf6, Rf1ch. 7)Kg5, Rg1ch. 8)Rg4 (By this .. White Rook has blocked the attack by the black Rook on the king and also the pawn is able to move to g8 and promoted as Queen.

This method applies to any position where the pawn is blocked by its own king and the enemy's king is isolated by the White Rook in file between Black King and pawn except when the pawn is at the edge of the Board.

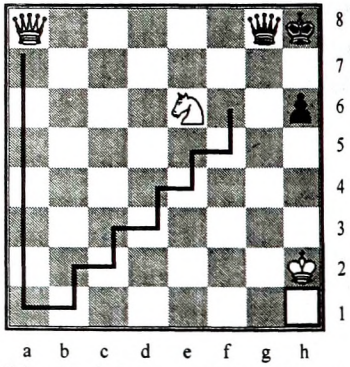
6.6 Capturing the Queen

The Queen and minor piece can capture the queen of the opponent in 4 ways.

1. Ladder or Step Method
2. Hellers eccentric method
3. Wheel Indirect method
4. Wheel Direct method.

Let us now examine the Ladder or step method see diagram the position of

Ladder or Step Method



White Knight traps Black Queen

piecess is as below.

White : Kh2, Qa8, Ne6..(3)

Black : Kh8, Qg8, Pawn on h6 ... (3)

Here White uses the ladder or step method and Q appoaches the f6 square and checks. But here normally the Black Queen should go to g7 for Blocking it and save the king. But if it does, the white queen with the support of its knight takes the black queen and mates the king. To avoid this if the Black king moves from h8 to h7 and then the white knight goes to Nf8 and gives check, the black King since it cannot go to h8 or h7 Black Queen is forced to kill the white N to avoid mate. without the support of its king which is in h7 and away. The Black Queen therefore gets killed by white Queen and white wins.

Let us see how this method works

1. Qa1ch. Kh7 2) Qb1ch. Kh8 3) Qb2ch. Kh7 4) Qc2 ch.Kh8 like this the Queen approaches the f6 square via c3 d3, e4, e5, f5 steps and inthe 11h move Qf6_ in the Black diagonal.

11. Qf6ch. Kh7 12) Nf8 ch. Qx f8 (forced) otherwise it is a mate. 13) QxQ and Black resigns.

2. Hellors Eccentric Menoeuvre

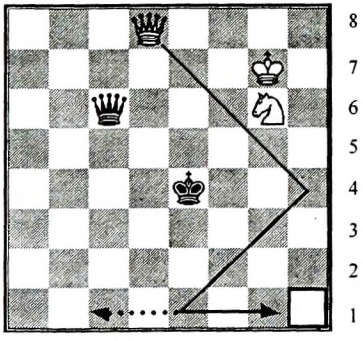
See the diagram the position of pieces is as below

White : Kg7, Qd8, Ng6

Black : Ke4, Qc6 - (2)

In 1873 C. Hellor a chess expert has enunciated a method for capturing the queen with this method and hence the method got this

Hellors eccentric manoever



White Queen with Night traps Black Queen

name. The white queen attacks the Black King which is in the centre and inthe end manages to move the king and its Queen to be in the same file or same diagonal and uses the X ray weapon and attacks the Black Queen and gobbles it. The Speciality in this method is that the white queen gives check repeatedly by the help of the knight also and drives it at last to escape to only 5 squares left. In these squares if the Black king moves to any one of the 5 squares, it is attacked by the X ray weapon for white Q and loses the black Queen. Here the position of Knight has attained importance and white profusely uses it as support and attacks the king. Moreover the knight also controls the squares so that king cannot go to these squares.

Let us see how this manoeuvre is used.

1. Qh4ch Ke3 2) Qe1 ch. Kd4 3) Qg1ch. and the Black king has only 5 squares to escape this check but if it moves to any one of above squares white uses the X ray weapon.

if a)..... Kd5 Ne7 ch. fork and Black's Queen is lost.

if b)..... Kc4 fork by Ne5

if c) Kc3 queen to c1 X ray and queen is lost

if d) Kd3 fork by Ne5

if e) Ke4 Qh1 and X ray in white diagonal.

In the diagram the path of the white's attacking Queen. Qh4, e1, g1 or c1 for check and if other squares the knight fork will take away the queen.

These motiffs or manoeuvres are to be properly understood and applied whenever such a position occurs.

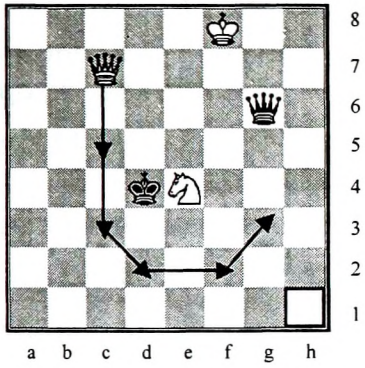
3. The Wheel : Indirect

Here the Knight helps the queen to trap the opponent's queen. Here the eccentricity is seen as though instead of circling it uses the triangulation moves and goes round and round the king. The important point is white moves its Queen and invites

the king to kill the knight. If the king gets into this trap and accepts the knight sacrifice and Black avoids it to escape the X ray as both of them will be in the same file or diagonal. See figure.

The White Queen

The eccentric : indirect



White Queen traps Black Queen

goes near the Black King with the support of its knight and says check and invites the Black King to kill his Knight which has no support and fall into the trap. He therefore goes round & round the white knight without killing it and each time the white Queen goes next to the king and checks it. it has the support of white knight all the time.

This manoeuvre is like this.

Position

White : Kf8, Qc7, Ne4 - (3)

Black : Kd4, Qg6 - (2)

1. Qc5 ch. Kd3
2. Qc3ch Ke2
3. Qd2ch. Kf3
4. Qf2ch Kg4
5. Qg3 ch. Kf5
6. Nd6 ch. Kf6
7. Ne8 ch. Kf5
8. Ng7ch

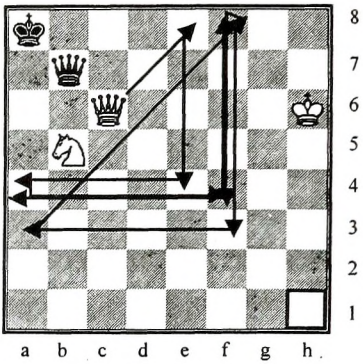
But if Black goes to f6 in Kf6 9) Qf4 check and Black Queen goes to f5 to Block the threat and is lost.

Here we observe the moves of Q are not straight lines but turn around the king.

4. Wheel Direct Method

Here as above it goes round the Black King not in circular way but in a triangular way as in diagram and traps the king to leave the Black Queen without support and Qgets killed.

The Wheel : Direct



White Q and N trap Black Q.

Qe8-e4-a4-f4-f8-f3-a3-f8-f4-a4

Position

(W) : Kh6, Qc6, Nb5 - (3)

(B) : Ka8, Qb7

1 Qe8 Check+ Qb8

2. Qe4+ Qb7

3. Qa4+ Kb8

4. Qf4+ Ka8

5. Qf8+ Qb8

6. Qf3+ Qb7

7. Qa3+ Kb8

8. Qf8+ Qc8

9. Qf4 Ka8

10. Qa4ch. Black king has only 2 squares left to escape.

a) 10. Qa4ch. Kb8 11 Qa7 ch. mate

b) 10 Qa4+ Kb7 11. Nd6 fork and Queen is lost

c) 10 Qa4+ Qa6 12) QxQ check.

GM Koneru Hampi

WGM Vijayalakshmi Subbaraman

You are now going to study Instructive Games, Study these Guidlines and observe where these are used in these games and mark the no.

1. When both of you have castled on opposite sides of the board, try to begin your attack on his king's position as soon as possible, start by placing your Rooks on the files on which you plan to attack.
2. Plan Counterplay in the centre when your opponent is preparing an attack against your castled position. If you are planning an attack on the wing try to block the centre first.
3. Use control of an open file to place a queen or Rook on the seventh rank.

   Blockade the side of the board on which your opponent appears stronger.

   Develop before attacking.

   Develop your pieces, even if your pawn structure seems weakened for a time. Make moves that lead your opponent to weaken his position.
4. A game is a draw if the position is repeated three times with the same player having the move.
5. A move like f5 by Black is less effective if made before white has castled f4 can open up a castled king position but is not very effective as an attack otherwise.
6. Take the time to practice through the analysis in chess games - so that you can better understand the reasons behind the moves made by the players! As you play through the moves described, ask yourself why moves are described as forced.

   These games illustrate how easy it is to win when you have :-

   1. Developed your pieces.

2. Obtained open lines for attack.

3. Drive your opponent's pieces away from his kings position.

7. Do not make pawn moves that create holes in your position.

Do not bring out your queen early in the game.

Do not waste time seeking exchanges in the opening when your pieces are not yet developed.

8. Occupy half open files as early as you can! from this move on, you will have the advantage of knowing that the opponent is attacking along open lines and giving him time to make his normal developing moves.

9. Don't open your king's position and permit the posting of enemy pieces in the holes you have created. Specially by moves like g3/g6 when you do not yourself control your f3/f6 squares!

10. Look for a key center square that you can control. If you control it try to bring as many pieces to control it. If possible use it as a base for attack.

11. An advanced pawn in the centre can be exchanged to remove its threat to advance. If it is not possible try to exchange or attack the pawn's defenders. (Base of a pawn chain)

Keep a supported pawn on e5 or d5 and cramp your opponent's position

B. Rathi Kishore
CDOC Systems

and limit his moves so that the pawn can advance at any time, if your pieces are already developed, try to get such an advanced pawn.

12. Check that your king is safe before moving its defenders away.

Make sure you can defend your king before planning to attack your opponent.

13. There is no use in advancing your centre pawns unless you can defend them.

14. If your opponent attacks your Flank, plan a way to counter attack in the centre. By controlling the centre you can block the lines of attack of the opponent.

15. When under attack, Don't open your kings position.

16. In a closed position in the game, Plan to develop pieces to move to squares behind the pawns and be sure the squares are useful when actually the position is opened. The Black Queen is moved to c7 generally to ward off attack from white. Support the e5 square and gaurd f7 square.

17. When you control the centre, you can rotate pieces to do the same work.

18. Don't leave the defence of your king to pawns alone at the same time observe for chances to sac a piece against the opponent's king's position when it is not defended by minor pieces.

19. In the end game when you have extra material consider exchanges and give up material to get an early win position.

20. Before retreating your attacked piece, think out if you can attack any of his pieces.

21. Develop your pieces in the opening to squares where they have greatest mobility as far as possible.

22. Seek moves which slow down your opponents

development and also avoid moves which free your opponents cramped position.

23. Never start attack till your pieces are fully developed. If your opponent is ahead in develpment he can easily defend against your attack by his developed pieces suitable for the part of attack and your pieces cannot get additional help.

24. Do not kill pawns and provide opening for your opponents attacking lines.

25. Two Bishops are better than two knights generally when the centre is open.

26. Once you have managed a passed pawn try to advance it by proper planning of your game.

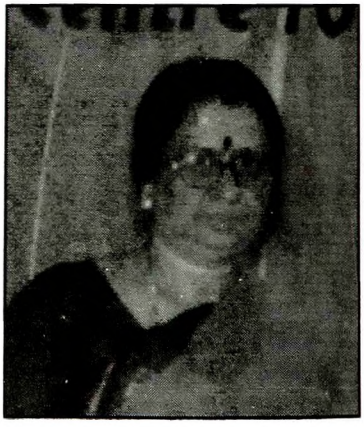
27. Doubling Rooks are most powerful for success.

28. You can sacrifice pieces in the opening but plan to get back the same immediately in the opening stage.

29. We often forget that a small piece like a pawn can also get pinned just like a major or minor piece and may put you in trouble.

30. When you and your opponent did not castle on the same side, plan to attack his king by rolling your pawns.

31. When your king is under attack or you expect one try to create an escape route for the king - never delay. It is very important in a castled position.



Smt. B. Mani
Secretary, C-DOC

7 Instructive Games

7.0 Gambits not for Weak Hearts

The word Gambit is frequently used in our conversations. Gambit means you sacrifice something to get some advantage out of it. The advantage can be in the material form, or a tempo or space advantage. You may get profit or you may also lose or the opponent is not inclined to accept your sacrifice suspecting some trap and deny you the chance of profitting by Gambit.

It is generally the practice in vogue that when a gambit is offered it is better to accept it. Generally we accept all but when we are in a difficult position, we have to return the material which we grabbed and also the advantages we got have to be returned to lessen the tension. But our experience shows one is not willing to return these which one has received free but he will try not to return. *Its his ego* that prevents him to return what he got freely. He tries to hang on to extra pieces he got and is grossly immersed in safeguarding the same. He knows that the material he obtained is not of much use to him, but inspite of it and by the time he realises the same he gets into much more trouble.

Gambit is one kind of a weapon. One believes hoping that he is going to get profit or advantage in some form. Behind this belief offers this Gambit or Bribe and gets into trouble one after the other and finally he gets into a weak position and precipitating a mating chance to the opponent.

3. That is why the saying "Gambits are not for weak hearts but strong fighters accept them.

The player who offers a Gambit and starts an attack with the idea of getting an advantage when his opponent accepts the gambit and gets into the trap, but he **doesnot foresee** that the opponent may also think why accept the Gambit and get into trouble and may himself, decline the Gambit and plays it safe. Besides the above even an ordinary player who is not an expert may also accept it and unknowingly give a correct reply with a surprising move and puts one in trouble, and one may lose the game. That is why when you offer a Gambit one should anticipate one of the two from his opponent 1) accept it 2). may not accept it. Alternatives and in each case he shall be able to analyse what he should do in both the cases "accepting or declining" and proceed carefully before offering the gambit.

So far we have learnt all about how to play and the rules and procedures theoretically. It is altogether a matter knowing how to battle but entirely a different one actually battle it. That is why in the Telugu Language there is a saying "perform a marriage and see and also build a house and learn". Unless you get into the actual battle you will not know the difficulties just like you will not know the depth of water unless you enter it. But only fools get into water without knowing how to swim?!.

Delay makes even "Amrit" to "Poison" so is the case with offence. Attack when you must but don't delay. Without money you cannot start a business. Likewise Unless you have the knowledge gained by the experiences of others who have experimented with Gambits and after "digesting" the tactics and experiences of others earlier, the time has came for you to use the same experience and launch an attack.

When you enter an event, you have to have practical knowledge to meet the situation.

Come let us see some wonderful games of two stalwarts in chess namely Tall and Marshall and how they used these gambits and won their games.

Here we are trying to understand and see the famous game between the two great players namely G Maroczy and M. Chigorin played in Vienna in 1903. This game illustrates how the commandments are used. They are 1) Develop your forces quickly 2) Open the files and get control of the files by occupying the files with your own pieces, Queen or Rooks 3) Use the forces quickly in the attack. 4) Try to pin you opponents heavy pieces when possible and create weakness in the opponent. 5) When you want to attack the king do not hesitate to sacrifice your pieces. 6) Try not to delay when you realise the proper time to attack by moving other piecess and lose time. If this chance is lost your opponent will utilise the delay and protects his king in time.

First Prize to Merit

Vienna Gambit Tournaments - Vienna 1903

(Note in Vienna there is a specification that one should use openings involved in Gambits only)

Kings Gambit (accepted)

Variation "Muzio Gambit"

1. e4 e5 2)f4 (Gambit) ex f4 (accepted)

This game is a kings gambit using the Bishop pawn as a sacrifice. It is also known as king side Bishop pawn gambit variation. It is played by those who have strong hearts to play the offence but not for weak hearted players as it involves lot of risks at every step and so not recommended for all.

Let us see how the game goes.

1. e4 e5 2. f4 exf4

3. Nf3 g4 4. Bc4 g5

5. Nc3 g x f3 6. Qxf3 d6

It is a very instructive game as it contains manoeuvre of weapons, deployment of forces and related skills. Tempo and attacking moves by opening files and Controlling these with your heavy pieces and other motiffs, which can be seen.

In the fifth move white sacrifices **his knight** and hence it is called **Muzio Gambit** variation of Kings gambit.

Here the loss of his knight is campensated by getting your forces quicker than your opponent. It has enabled white to have advantage in development and has fecilitated early chance for launching an attack. Because the forces of Black are still in their original squares and there was no developement. The game continues.

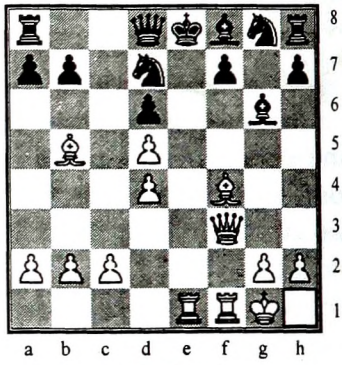
7. d4 Be6 8. Nd5 c6

9. 0-0 cxd5 (another sacrifice offered) **10. exd5 Bf5**

11. Bxf4 Bg6 12. Bb5ch. Nd7 13. Ra e1+ (Check Be7 (see Figure)

White has developed its forces to the fore and

Muzio Gambit (accepted)



13. Re1+

involved these into the attack and ready to launch an attack at the appropriate time.

14. Bxd6 Kf8 15. Rxe7 Nxe7 the Rook takes Knight and pinned (If Q moves to g3 better) **16. Re1 Kg7** (If King did not move a fork would have come) **17. Bxe7 Qa5** (The Black queen has attacked the Rook as well as Bishop) **18)Qe2 Nf8** The white Queen not only is protecting the Rook and Bishop but also attacked the

knight of the opponent.

19)Bf6 Kg8 (If KxB it results in Check Mate) **20)Qe5 h6 21)Bxh8 f6** (otherwise Qg7 ch.mate) **22) Qe7!** (One more sac) **K x h8 23) Qxf6ch. Kg8 24) Re7 enables Q to check mate at Qg7.**

Black surrenders .. and resigns.

Black's taking defensive moves are not helpful

a) if 24.... Ne6 25)Qxg6+ Kh8 26) Qh7 Ch.mate

b) if 24.... Qe1 25) RxQ which delays the ch.mate.

c) if 24.... Bf7 25) Qxf7+ Kh8 26)Qh7 ch.mate.

If we recollect and examine the 5th move Black has accepted the knight, then Bishop and also Rooks and indoing so it has neglected his own development of its piecess in the opening stage and white has gained chances of attacking Black easily. Maroczi was given the first prize for his capability. No wonder he got it!

7.1 Sicilian (Dragon) Defence - Bobby Fischer the Player of the Millenium

In the Evening English Daily "Citizen" in Hyderabad in its Chess Columns written by the author B. Bhima Row, Director, Centre for Development of Chess, Hyderabad has described Bobby Fischer as the Player of the Millenium. After a few months, experts and high profile players & members of the World forum of Chess players have elected Bobby

Bobby Fischer
The player of the Millenium

Fischer as the player of the Millenium. This brought appreciation to Bhima Row and the Centre for Development of Chess did its in high profile of Chess in forecasting the openion of the members of World forum of Chess players who have endorsed his views.

Fischer is a Jew settled in America and a school dropout. He was out spoken in his views that there is nothing in schools to learn. He was able to raise the game of chess to a very high level in the map of sports and was capable of dictating the increase of prize money in millions. He was the only one from America who could challenge the **Supremacy** of Russia and from the game of chess which they held in their grip. ** The Russians have an ego to say Americans do not know the game" He used to call the Russians as "Potzers" and said "I will put these Potzers in their place" where they belong to at an early age. He actually did show by being the first non Russian to wear the chess crown. (Potzer is a mean description of Russians).

You cannot find any one who does not agree that he is the player of the millenium.

Robert James (Bobby) Fischer was born in Chicago in 1943 and in his child hood was a dropout from school. "I am losing nothing by not going to school" he would say adding " I will learn chess by myself and get all the information about chess".

In New York as resident, he started learning chess at the age of 5 and became the U.S. Champion at the age of 14 and was awarded the title of International Master at the age of 16. He learnt the Russian Language in his Childhood and wanted to punish the Russians ego right from his child hood.

In Palma Mallorca Challenging International tournament in the last round routed the ex world champion and a Russian Tigran

Petrocian by 6.5-2.5 points and made him resign from the tournament. Fischer moved further by 4 points.

In 1972 in the 11th World Chess Championshop he defeated the Russian Borris Spassky winning 9 points (and drawn 4 games) out of 21.

Recently he achieved what ever Gary Kasparov could do not do in the increase of Prize Money which rose to millions. Earlier when you mention chess it was Alekhine who was remembered but now he became so popular and well known that his name is associated with chess in a great way. People were attracted to the game because of him. He insisted that the Rules for conduct of World Championshop be changed to pull out chess from the grip of Russians and unless the Rules are changed he refused to compete and defend his title. The Reasons being that the Russians are more in number and they projected one of their own to head the score and became a champion or challenger to the World Title. Moreover the Rule that the World Champion should be defeated in 24 games to defend his title but if the reigning champions were resorting to draw the games and not trying to win, **undefeated they remain champions a sad one.**

Though the prize money was increased he refused to defend his title unless the Rules are changed. But after a few years to get him back to the contest the prize money was raised to 1.5 million with a promise that an other 1.5 million will be arranged once the game started. But he insisted that they first bring the balance 1.5 millions then only he will play, thus giving importance to the game and not money.

He considered fame of getting the title more important than prize money. **But now-a-days who cares for the fame they care more for money than fame.**

As an example Garry Kasparov formed a different organisation calling it Grand Masters Assoication and played the title championship with short in England and rebelled against FIDE. Later he started the professional Chess Association and played against Viswanath Anand and declared himself as a professional Chess Association World Champ. Karpov became the World Champion without playing against the defending champion Bobby Fischer and kept his crown for a decade and is recognised as FIDE World Chess Champion. Kasparov refused to play with Karpov for the FIDE title and thus lost the title which may be restored to Karpov.

Thereafter we learnt that FIDE changed its rules and Kaliffman won the championship and later he presented it to Anand. Anand later lost the title which was won by a 15 years old Russian by name Russian Panmanrov.

Fischer attack unlike those of Tall and Marshall who were reckless and known as dare devils used to defeat the opponets easily. In Fischer's games neither the spectators nor the playes could imagine that the game will come to an end soon. This is because Bobby Fischer used to completely analyse the game to the end and after a sac he used to get the game fastest easily while the opponent was dazed with the speed and his attacks. He created new motiffs and weapons in attack and saw to it so that nobody could stand up to him.

We will see in a moment a game against Olaffson defeating him suprisingly in 38 moves. He analysed the game and sacrificed the queen in his 33rd move for retaining his 2 Rooks which were more usefull in such a position and killed the Rooks of the opponent. After 6 moves he forced Olaffson playing black pieces to resign in a short time. Generally we see the exchange of pieces just before the end game starts but here

Fischer got the exchange of his Queen for 2 rooks in the middle of the middle game at move 33 which many spectators and experts thought it was a blunder.

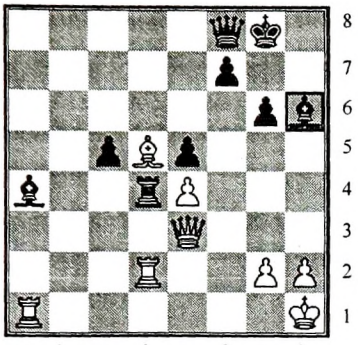
This is one of the reasons for recognising him as the player of the millenium by the World forum of Chess players and also the Centre for Development of Chess briefly called C-DOC which elected him as the player of the millenium 3 months earlier.

The game is to be played on the Chess Board to enjoy it where it is proved that in certain positions two rooks are better than a Queen.

In Bled International 1961 tournament Fischer played with black pieces against Olaffsons white pieces with the World famous **scicilian defence** Dragon variation. (Drgaon is a chinese snake)

Bled International Tournament 1961

White : Fischer
Black : Olaffson



Black 32.... Bh6
33 Rxd4 BxQ

1.e4 c5, 2. Nf3 g6

3. d4 cxd4 4. Nxd4 Bg7 (Dragon Bishop)

5. Nc3 Nc6 6. Be3 Nf6

7. Bc4 move is known as Fischer Variation.

In this position Fischer declared that the Dragon will be subdued with move **Qa5.** Here we recall the dances of Lord Krishna dancing over the sea snake and churned milk out of poison in our epic.

White considered this move Qa5 as not wise and premature also. He felt that it is waste in time.

7. Bc4 Qa5

8. 0-0 d6 9. Nb3 Qc7

10. Be2 0-0 11. f4 a5 which is considered as a routine move and scientific as it creates a hole in b4 after the knight is moved to c6.

12. a4 e5 (routine reply) **Nb4 13. Rf2** this is Fischers pecialist procedure to bring the Rook to d2 square and creates a hole at d5 by black and weakens the queen pawn.

13. Rf2 e5 14. Bf3 Bd7 15. Rd2 (Black starts the attack on the backward pawn) **Rfd8 16.Kh1 Bc6** (here it is attractive to kill the pawn but why should one give a chance to black to counter attack?)

17. Qg1 Nd7 18.f5 (try to open Bishop file)**b6 19.Rad1 Nc5 20.Nb5 Qe7 21. Nxd6 Nxc2 22. Nc5 Nxe3 23. Qxe3 bxc5 24. Be2** (Notice that the Bishop has moved in white squares and settles in d5 square after passing through c4, e2, f3 e2 squares and realised its objective. Now this Bishop cannot be disturbed by any one till the end)

24. Be2 Ba4 25. b3 Be8 26. Bc4, a4 27. Bd5 Rd6 28. Ba8 Rd4 29. fxg6 hxg6 30. bxa4 Bxa4 31. Ra1, Qf8 32. Bd5 Bh6 33. Rxd4 this move literally suprised all spectators who thought he has blundered and sacrificed his Q recklessly and took the 2 rooks of white. (See daigram)

33. Rxd4 Bxe3

34. R4xa4 Qh6

35. Rf1 Bf4 (Black starts the attack on white's castle rather late, poor fellow)

36. g3 Qh3 37. R4a1 Bg3

38. Ra8ch. and black resigned **0-1**

After seeing this one point goes on lingering in our minds for sometime. This may be one reason as to why Fischer did not defend his title since Russians practice drawing games instead of trying to win and keep the title in their grip in their old fashion.

He opined that drawing games is not the

proper way to keep the title but the title holder must win some points and holding onto his views, he did not defend his title.

It is improper to keep the title by drawing games and remain undefeated and keep the title in an indirect way. He felt that an expert should be able to win and keep the titles.

Such is the player Bobby Fischer that he did not care for the title but gave importance to his views. **That is the player of the millennium!!!**

7.2 Subduing the Sicilian Dragon
(Killing the Chinese Dragon Snake)

We have become familiar with the development stage of games involving openings & defences. Amongst these the most attractive is the Sicilian Dragon variation played by Black. This is very attractive and entertaining and hence popular with majority of players. Here in this variation Black has ample chances for attacking the white and hence the players are inclined to play this defence with keen interest and liking the opportunities of attack though it is called Sicilian ***Defence.***

This is known as e4-c5 opening now-a-days. In this c file is opened by Black and attacking the c2 square and prepares fo the centre attack. On the other hand white opens the d file and aims at the dó pawn of Black and the centre is attacked and is able to withstand the Blacks attack.

GM Maya Chiburdnitze (Georgia)

Sicilian Defence is known as e4 opening or KP opening. **It has 4 sub variations like Dragon, Scheveningen Najdorf and or e5 variation called Boleslavisky variation.**

But Fischer and others have profusly examined this opening and have described how the "Slaying of Dragon" in many games showing the weakness of the dragon. Dragon variation succeeds where white has not been able to play his attacking moves in the proper sequence at the appropriate time and have failed in the King side attack and have crest fallen.

Here now we will see how two experts played this variation and white has been able to subdue the dragon. One who played the Dragon is none other than the famous player **William, E. Napier** in the 1904 Cambridge springs tournaments playing with the black pieces. Though he lost the game we will see how daringly he played his defence.

Sicilian Defence - Dragon Variation

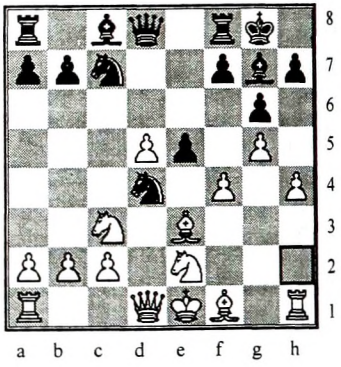
White : Lasker
Black : William Napier
Cambridge Springs 1904

14 Nxd4 move

Position White : Ke1, Qd1, Ra1, Rh1, Be3, Bf1, Nc3, Ne2 - (8)

pawns at a2, b2, c2, d5, f4, g5,h4 - (7)

Black : Kg8, Qd8, Ra8, Rf8, Bc8, Bg7, Nc7 & Nd4 - (8)



White 14. Nxd4

pawns at a7,b7,e5, f7, g6, h7 - (6)

1. e4 c5 2) Nc3 Nc6 3) Nf3 g6 4) d4 cxd4 5)Nxd4 Bg7, 6) Be3 d6 7)h3 Nf6 8)g4! 0-0

Napier is a very young man, and his full blooded moves and with his youthfull temperament deviated to make the game complicated. Castling at this stage is against theory but can we stop him when his bubbling youth is in full swing.

He proved that the move 0-0 is against theory and a valuable mistake. For this he is himself an authority.

9. g5 Ne8, 10. h4, Nc7 11.f4 e5, 12.Nde2 d5?! (here the correct move is Bg4 but the Black is going fast in the wrong route) **13.exd5 Nd4 14. Nxd4** (See diagram) (if 14 Bxd4 ed4 15. Nxd4 Nxd5 16. Qd2 Re8ch. 17. Be2 Nxf4 with initiatives he got back his pawn.)

14. Nd4 Nxd5 (fighting move) **15. Nf5 Nc3 16. Qxd8 Rxd8** (if 16 gxf5 Bxf5) 17. fxe5 Bxe5 18. Bd4 Bg3ch. 19. Bf2 (not Kd2)

17. Ne7ch. Kh8 Black has played his 12th move dangerously, But Lasker had anticipated it before hand and analyses with ready moves.

18. h5! Re8 19. Bc5 gxh5 (game is getting more complicated but Black did not care

20. Bc4 exf4 21. Bxf7 Ne4 22. Bxe8 Bxb2 23.Rb1 Bc3 24. Kf1 Bg4, 25.Bxh5 Bxh5, 26. Rxh5 Ng3+ 27. Kg2 Nh5, 28. Rxb7 a5! (tension is reduced for both and both have equal materal but white is in a better position.

29. Rb3! Bg7

30. Rh3 Ng3

31. Kf3! Ra6

32. Kxf4 Ne2+

33. Kf5 Nc3 34. a3 Na4

35. Be3 1-0

Black accepted the defeat after having boldly attacking! ***Lasker in his book*** *considered this game as a very* ***temperamental*** *&* ***Exciting game*** *and both have moved in risky & dangerous routes!*

7.3 Danish Gambit

In chess 'threat' is a powerful move and a tool compared to other weapons like fork and open lines etc manoeuvres are used to attack the enemy. But Black follows the popular saying "that when a Gambit is offered it is better to accept it and so accepted the pawns offered by white. By this white has taken the chance to develop his pieces to forward positions and the result of gaining tempos and naturally the game was brought to a quick finish.

The Danish Gambit variation has appeared as a fight inthe centre amongst the openings. But because of this it has gone down as one of the old and outmoded games. Like other gambits it also tries to proceed into a destructive nature and takes initiative.

Blaçks pawns offered are all accepted greedly and gets caught in the trap faces failures and dis appointments troubles or forced inviting to play defencively.

White offers one or two pawns and makes it an open game and manages a Slashing attack of the Black pieces by bringing its Bishops to fiancheto and getting the long diagonals easily and hence is able to bring the game to a quick finish.

But Black can efficiently accept or reject the gambit pawns or return those material when in dangerous situation and reduce the tension and remain peaceful. This has been proved by famous player **Skelton** by the theme named after him. Alekhines also considered "Black has not so much danger and can come out of it easily by careful and exact play.

Xie Jun

We have learnt the ten commandments in the opening stage. After castling the king has 3 pawns before him and the most important pawn is f2 or f7 which could be attacked by a small enemy piece like a Bishop or Knight and force the king to come out and get into trouble.

The result is the king loses the right to castle an both sides and remaining inthe centre unable to go to the castle is subjected to the dangerous attacks by the enemy.

This Danish Gambit has an important feature that white offers, white to manages skillfully to advance his two knights by supporting each other and attacks the black inthe central area.

1. e4 e5, 2d4 exd4 (Black usually kills the pawns at the centre as a normal procedure following the dictum that the best way to play against a Gambit is better to accept it.

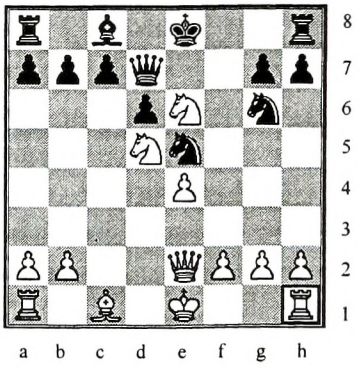
3. c3 dxc3 4.Nc3 Bc5 (Black also can play Bc4 there by developing its Bishop quickly)

5. Bc4 Ne7? (depriving the opponents king to castle by forcing the king before it castles is resorted to generally by attacking f7, f2 pawns by minor pieces and deny the king opportunity to go into castle.

6. Bxf7 Kxf7 7.Qh5+ Ng6 (Don't play g6 as 8. Qxc5 d6 9) Qe3)

8. Qd5+ Kf8 9) Qxc5 d6 10) Qh5 Qh4 (Black tries to exchange the queens and prevent danger to his king staying at centre. **11.Qe2 Nc6** (White can play Qd here if kings have castled) **12. Nf3 Qe7 13.Nd5 Qd7** Black has unnecessarity given a tempo and white got an additional move and played Nd5.

Danish Gambit



White 15.Ne6

Position : Ke1 Qe2, Ra1, Rh1, Bc1 Nd5 Ne6 - (7)

Pawns a2, b2, e4, f2, g2 and h2 - (6)

Black : Ke8, Qd7, Ra8, Rh8, Bc8, Ne5 Ng6 - (7)

Pqns a7, b7, c7, d6, g7, h7 - (6)

14. Ng5!! Nce5 (Black could have saved e6 and f7 pawns from the threat and save them by playing Nd8)

15. Ne6+ch. (See diagram) it is a pseudo Sacrifice

(16. Nxe7 the knight forks pieces the king, Rook)

15... Ke1 16. Ndc7 Ke7 (forced) but if it moves to Kf7 Neg5ch. and ofterwards NxR) **17. Bg5 Kf7 18) f4!! h6 19)fxe5 hxg5 20) Ng5+ Kg8** (If Kf8 there is change and if white castles Black may get into Danger) **21. Qc4 d5 22. exd5 cxd5** (QxNg d6 the queen is lost by discovered move.

23. Nxd5 Nxe5

24. Nf6+ (force) **Kf8**

25. NxQ Black resigns.

7.4 Ruy Lopez Variation

We know that only a few daredevils benefit and get victory. But many face danger and get misfortune. Experience cannot be replaced by imagination.

So it is true with chess. He knows that he is going in the wrong path but continues to go forward and get into a bad situation. For instance, in the hope that his pawn reaches the last rank and promotes itself as a queen, it is possible for the opponent meanwhile to check mate your king and inspite of it with that stubborn hope, he tries to promote the pawn and finds his king is mated.

The famous George Mur said out of his experience ***"In life the bad way appears more attractive and tempting than the correct way."*** The following game illustrates this Ruy Lopez variation Stockholm 1943.

Dr. (Col) M. SITARAM, MD, DM, FISE
Senior Consultant Cordiologist
Apollo Hospital Hyderabad and
a great lover of Chess game
and giving life support to the author

White : Wyman

Black : Skold

Position White : Kg2, Qc6, Ra1, Rf1, Nb1 - (5)

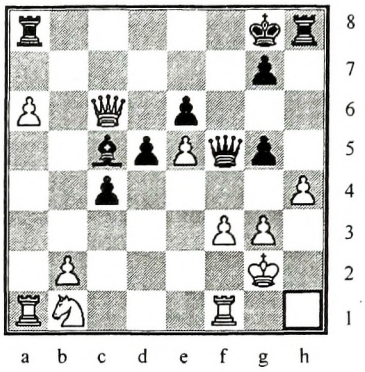
pawns : a2,b2,e5,f3, g3,h4 - (6)

Black : Kg8, Qf5, Ra8, Bc5 - (4)

Pawns : c4, d5, e6, g5, g7 - (5)

Ruy Lopez Stockholm 1943

Nyman / Skold



White 23.Qc6

1.e4 e5 2) Nf3 Nc6 3) Bb5 a6 4) Ba4, Nf6 5)0-0 Nxe4 (5th move indicates that it is an open game) **6) d4 b5 7) Bb3 d5 8) dxe5 Be6 9) a4! Na5! 10) Nd4 Nxb3 11)cxb3 bxa4 12) b4 c5 13) Nxe6 fxe6**

14. f3! Ng5 15. Qa4+ Kf7 16.b5? c4

White pushes its pawns forward and hopes to promote as Queen and may have to resign but greedily tempted but has not seen the gaping hole into which it is falling but

(16. h4 h6 17 hxg5 hxg5 18. Be3 Black will not get a chance to recover its piece.)

17. h4 Bc5ch. 18. Kh2 h6 19. bxa6 Kg8!!! (Planned) See fig. if 20. hxg5 hxg5 ds.ch.

20. g3 Qf8!! (21.Nf3+ Qf5)

21. Kg2 Qf5 see fig.

22. Bxg5 hxg5

23. Qc6 gxh4 g4

24. Qxa8 (R) ch. Kh7

25. Qxh8(R)ch. Kxh8

26.a7 hopes to equalse after killing the pawn Qg5

27. a7=a8 =Q+ Kh7 White resigns.

There is no way to prevent mate. If 28. g4 Qf4 and then Qg3 etc.

7.5 King Pawn Opening - French Defence
(Attack thy name is Frank J Marshall)

One's real capacity is revealed in the middle game. It is like the student who is accustomed to tution looking for his tutor before him when he is unable to answer the question in an examination hall. He forgets that it is not his house but an examination hall and his tutor as usual cannot be present before him to ask for help. In the same way one's real depth or knowledge has to come to the fore for understanding the position in the middle game and play well as he has no access to books and ***alas there is no tutor*** *also available nearby!*

There are a few experts like Tall who by birth praticed the attack on their opponents.

Likewise Fischer besides the famous Frank J. Marshal like Tall sacrifice their pieces and with lightning speed use their manoeuvres and confuse their opponents and weaken them generally.

The games of these experts have remained as Jewels in the theory of Chess and gave entertainment and impressed players so much that players like to repeatedly play their games and enjoy the creativity and entertainment and the surprising elements in the game. We may also observe that the news papers and magazines resort to printing these old games. What is the reason for doing so one may ask. The answer is the editors feel that players & public are fed up with the mechanical drawing games of Kasparov or Karpov whose games are dull and no wonder they do not so much appear in print. One more reason being their games are far more theoretical and boring in camparison to the games of old masters.

But the present day experts see roughnes and recklessnes and hastiness and careless moves and the present day games are based on theory and

developed on the basic principles and safe defences and feel the reckles moves in the old games do not stand against correct solid defence oriented moves. Without bothering about the opponent whether he gives importance to attacking only and his depth of knowledge. They make the scientific theoretical moves only irrespective of the opponent or his prowess. By doing so they resort to draw the games but do not lose the game at any cost.

Now-a-days the policy is generally is when two experts play the game, they prefer to make it a draw early in the game.

Earlier we said "Shield is more powerful than the sword" and prefer the dictum in practice. So they do not play and attack rashly sacrificing their pieces, but play the defensive game taking **safety first and survive.** Moreover reckless play is banished from their safeplay policy.

But Marshall's name is synanimous with attack Even today we can see that he proved **"the Sword is more powerful than the Shield"** in his games.

Still the "Marshal attack" variation in his name survives in Ruy Lopez and Queen pawn openings where the Blacks h7 Pawn of the castle is killed with Bishop Sacrifice and with lightining speed mates the Black King; remains still as a "ever green" manoeuvre.

Now we are going to see how by sacrificing Queen, the player defeats the opponent with lightning speed attack at Breslaw (1912) tournament playing against Levinsky. The Marshall attack variation in the French defence opening. No wonder this game is praised and named "Shower of Gold"

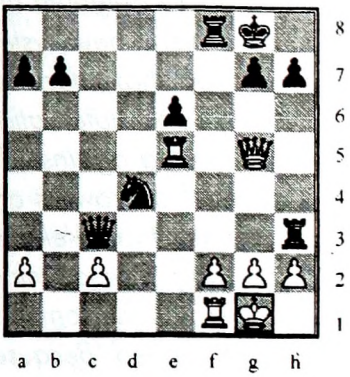
Frank J. Marshall when he sees a minor weakness open to attack he never hesitated to make a courageous and lightning attack and with his creative ability played the moves and tried for a win.

"Shower of Gold"

Breslaw 1912 tournament

White : Levinsky

Black : Frank J Marshall



White 22. Qg5

(French defence - Marshall attack) Game is finished in 23 moves.

White : Kg1, Qg5, Re5, Rf1 (4)
pawn : a2, c2, f2, g2, h2 (5)
Black : Kg8, Rf8, Qc3, Rh3, Nd4 (5)
pawn : a7, b7, e6, g7, h7 (5)

1) d4 e6, 2)e4 d5,
3) Nc3 c5 4) Nf3 Nc6,
5) exd5, exd5 6)Be2 Nf6,
7) 0-0 Be7, 8) Bg5 0-0,
9) dxc5 Be6, 10) Nd4 Bxc5,
11) Ne6 fxe6, 12)Bg4 Qd6,
13)Bh3 Rae8, 14)Qd2 Bb4,
15) Bxf6 Rxf6, 16) Rad1 Qc5,
17) Qe2 Bxc3, 18) bxc3 Qxc3
19) Rxd5 Nd5 (...exd5 20.Qxe8ch. Rf8 21.Be6ch. Kh8 22.Be6ch. Kh8 23.Rxf8ch.mate)
20) Qh5 Ref8 21) Re5 Rh6
22) Qg5 Rxh3

23. Rc5 Qg3 !! and white fell flat because **24 fxg3 Ne2ch** (25 Kh1 Rf1 ch.mate if 24. Qxg3 Ne2+ 25) Kh1 (forced as knights fork makes h2 pawn is pinned and opens a discovered Check.)

25. Kh1 Nxg3 26.fxg3 Rxf1ch.mate. Sacrificing the Queen was considered as a blunder by all the spectators and were surprisingly confused for not having seen Marshall's idea. No wonder they named it (Shower of Gold) but really did not shower him with Gold. But all the same praised his prowess.

He first won the 1909 of American championship first in Showalter in America and reigned moving forward, kept his place and prowess well exhibited. After that he handed over the title to a younger man and retired from chess in 1936.

His best and famous wins were Cambridge Springs 1904, Neurenberg 1906 tournaments are worthy of all time rememberence.

Born in 1877 and gaining vast praises of his prowess Frank J. Marshal died in 1945.

7.6 QP Opening - Colle System
(King Side attack)

Edgard Colle (1897-1932) belonged to Belgeum and as specialist through research, he discovered a new system named after him as ***Colle system*** *and proved that attack can be started on King side also in QP Openings and automaticlly showed it in his games. In Nice in 1930 playing against JJO Hanlon, by his king side, attack he showed his prowess and got the first brilliancy prize from no less a person than Alekhine. Alekhine has a habit of starting with the king side openings only. When a Journalist asked Alekhine "Why you dont start your games with Queen Pawn openings" he replied "Because I do not know how to continue the game after that" surprised all. In other words he has no confidence on the Queen pawn openings and he strangely appreciates Edgard Colle system with which he was very much impressed and showers complements which is a proof of Colle's prowess.*

Edgard Colle in his system proved that king side attack is possible in Queen pawn openings. He played & showed the success of the system in his game at Nice 1930 chess tournaments and is sample of his chess prowes and the prize given to him for his brilliancy.

In Belgium he has shown that he is the top player and established his position. But with his freak health he spent his life resting and so could not spend his full time in chess. His health worked against his profession and at a young age at 35 years left the chess lovers "Parentless". So for the short time he spent in arena of chess and exhibited his chess mastery it is not possible to evaluate his prowess though he is assured a place in the gallery of chess masters.

He proved in Colle System in Meran 1928 and Nice1930 tournaments and so this system was named after his name as "Colle System".

When he was in good health and played his games there was no loss and remained undefeated.

The way he played against a Swedish Player in 1910 by name **Master Gosta Stoltez** and his method of attack is lingering in the minds of many. With Alekhine opening, in his first few moves showed his sharpness in sacrificing his pieces and indulging in good exchanges; he remained undefeated. That was one year before his death.

In the game Colle by exchanging many pieces in sacrifice inviting Hanlon to accept pieces in temptation (knowing that Hanlon is known for his weakness in accepting sacrifices) and made his position weak. He realised that he lost the game in no time even before he opened lines of attack and in fright, surrendered to Colle. Colle system is a great deceptive one and accepting and getting trapped in Colle's silent and weak moves. Hanlon could not evaluate or guess the moves.

Colle system - attack on the castled king.

Nice Tournament 1930

White : Edgar Colle

Black : JJ 'O' Hanlon

1. d4 d5 2.Nf3 Nf6

3. e3 c5 4. c3 e6

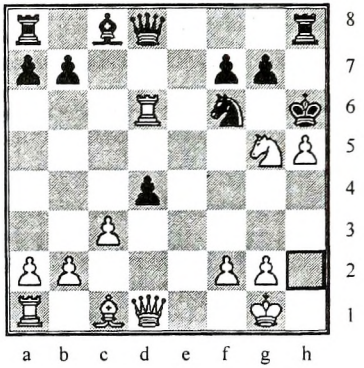
5. Bd3 Bd6

6. Nbd2 Nbd7 7.0-0 0-0 8. Re1 Re8? (Black is confused by the symmetrical moves of both!)

9. e4 dxe4 10) Nx e4 Nx e4 11) Bxe4 cxd4 (but Black invited white to attack him but 11.... Nf6 is better)

12. Bxh7+ Kxh7 (Could not anticipate the danger in hiding - should

White : Edgard Colle
Black : JJ 'O' Hanlon
First Brilliancy Prize,
Nice 1930



White 17 Rxd6

have moved Kf8)

13) Ng5+ Kg6 (13.... Kg8 14)Qh5 Nf6 15)Qxf7 Kh8 16)Re4! Nxe4 17) Qh5ch. Kg8 18) Qh7ch. Kf8 19)Qh8ch. Ke7 20) Qg7 ch. and mate)

14) h4! Rh8 (14f5 15)h5+ Kf6 16) Qxd4 Ke7 17)Qxg7 check and Mate)

15) Rxe6 ch!!! Nf6 16) h5+ Kh6 (But 16... Rxh5 17) Qd3+ Kh6 18) Qh7 ch.mate) (But if 16. Kf5 17)Qd3+ Kg4 18) Qh3ch.mated

17) Rxd6 (But Qd3 is easier)

a) if 17.... fxe6 18) axg6 ch.mate

b) If 17.. Bxe6 18) Ne6 dis.ch. Kxh5 19) Qf5 Kh4 20) Qg5 ch. mate)

c) if 17... Qa5 18) Nxf7+ Kh5 19) Qh3+ Kg6 20)Nh8 ch. mate)

But the game moved like this.

17. Rxd6 Qa5 (Qxd6 invites triple fork by Nxf7)

18. Nxf7 disch. Kh7

19. Ng5+ Kg8 20)Qb3ch. Resigns 1-0 because if 20 Kf8 21)Qf7ch. mate and 20... Nd5 21. Rxd5 Be6 22) Rxd8ch. Rxd8 23. Qe6+ Kf8 24)Qf7ch. mate.

Note : Play this game frequently and improve your QP opening!

7.7 Queen Pawn Opening Stonewall attack
Attack on the King side

The Stonewall system offers immense opportunities for highly intensive attacks on the king side of the opponent. One who is not familiar with this system by reading this book and by rote and played the moves is likely to get into severe trouble. This needs thourough understanding of each move, its purpose and the follow up and the sequence of the moves is likely to react to the moves hastily and surrender weakly. Those who know this system are able to understand the attack. Those who attack may get rebuff by correct defence of the opponent and may even lose the material without benefit and then has to accept the English saying "discretion is the better part of valour" and put it into practice by trying to save the game without further losses and try to make up loss. If necessary one should try to draw the game as far as possible.

We have learnt earlier that in Queen's pawn openings, it is possible to launch a King side attack as in Colle System. In the Stonewall system king side attack is successful and may get good results. As in the move d4 Queen pawn opening? in the Colle System the moves in the beginning may be seen as: Whites moves d4-Nf3-e3-Bd3 Bxh7ch. and attack the castle by sacrificing the Bishop on h7 pawn and draw the king out side. White goes for a lightning attack with his pieces which have already been developed and are ready for this attack. In this, if Black accepts all the white pieces sacrificed and has forgotten to develop its pieces, it has weakened its Castled position and the king

is exposed to fierce attacks which result in quick fall in the game.

Remember that Colle System depends on the kings file is opened i.e. 'e' file. But in Stonewall system it depends on the opening of the K Bishop file i.e. 'f' fileand attack the h7 pawn of the opponent's castle. This is done by a very innocent and strange manoeuvre of the castled Rook of White which moves from f1 to f3 and then to h3 and brings pressure on the h file.

We now show you how to deploy your white pieces and the sequence and why of it. The whites first few moves of **Stonewall system** run like this. **1.d4, 2)e3 3.Bd3 followed by Nd2, f4, Nf3, Ne5 or c3.** Its sequence depends on Blacks replies. Any way the kings knight must reach the e5 square supported by f4 pawn and in case Ne5 is exchanged f4 takes it and opens the f file; all follow in quick succession. It may be necessary for the c pawn to c3 which is to enable retreat of the Bishop Bd3 to Bc2 and keeping it in the same diagonal position and linger in this diagonal (b1 to h7) as far as possible so as to be able to attack the h7 pawn and bring out the Black King to h7 and exposed to whites attack by Ne5 or Rook in h3. The opponent tries to block the diagonal and prevent the deadly attack by Bishop. White takes care appropriately that by White Bishop manages to stay in the diagonal for starting the attack.

Let's see the sequence of moves and the purpose of each move is to be noted.

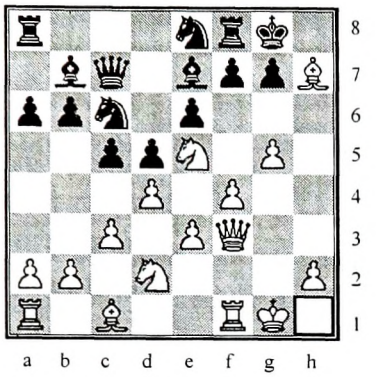
1)d4 d5 2)e3 Nf6 3)Bd3 e6 4)Nd2 c5 5)c3 Nc6 (c3 is is played by White to prvent the attack on Bishop by the Blacks pawn coming to c5 and then c4 and an escape for Bishop to c2 square and keep itself in diagonal.

If Black moves 6.... cxd4 you should kill it by the e pawn and not cxd4. You have to keep the c and d pawns in this position till the end to prevent attack on its white castled king. The chain creation by b2, c3, d4 pawns is known as stonewall.

6) f4 Be7 7) Nf3 0-0 8)Ne5 Qc7 (White knight at Nf3 reached the destination at e5. If Black fianchetos its Queen Bishop to b7 square by moving the b pawn to b6 to support the Knight at c6 the Queen has monoeuvred to c7 anticipation.

9) 0-0 b6 10) g4!! this is a very courageous move generally nobody advances this pawn from the castling position inviting danger to the exposed king and has violated the commandments. But why? The Knight at f6 is supporting the h7 pawn. To attack the **pawn by the Bishop** at Bd3 it is necessary to drive away Blacks Knight from f6.

Stonewall System



White 13 Bxh7check.

10) g4, Bb7 11)Qf3 a6 (Queen is giving additional support to the Knight in e5 position.)

If Black moves his knight at f6 to e4 then the Bishop and Queen will try to keep the white diagonal in their grip after exchange Nxe4.

12) g5, Ne8 13. Bxh7! Kxh7 (see diagram) if 13. Kg8... 14.Qh5+ followed by Bg6 and Qh7 ch.mate if Kg8.

13) Bxh7ch. Kxh7 14.Qh5+ Kg8 15.Rf3. This *move of rook f3 is generally not noticed as a dangerous*

move and anticipate its next move and destination to h file in Rh3, and Qh8 ch. or Qh7 and attack the Black King.

15) Rf3 g6 16) Qh6, Ng7 17)Rh3, Nh5 18)Nxg6! fxg6 19)Qxg6ch. Ng7 20)Rh8ch. Kxh8! (forced) 21. Qh6ch. Kg8 22)g6 & Qh7 check mate.

If Black makes any other moves it is clear that Black loses its pieces. By appropriate defensive moves it is imperative for white to attempt for a draw.

Here white must analyse its moves deeply and can change the sequence as and when necessary and timely for the success of its attack. They are knight going to e5 square and Bishop to d3, open the f file and move of c3 earlier for retreat of Bishop to c2 square.

White must notice the defensive moves of Black trying to move the White pieces from their positions so that the planned attack does not succeed.

In view of this white should see that white pieces are retained in their aggressive squares reaching these quickly in the development stage itself. It is a challenge for white to appropriately react to the Black's defensive moves. If it succeeds it is well and good and the game finishes quickly in few moves, if not white has to struggle for obtaining a draw.

If the moves are successful, the bread has fallen into a honeypot and the game proceeds entertainingly forward giving happiness to the player and entertainment to the spectators, who enjoy the thrill from these moves.

The deployment of pieces are as below.

White **a) Pawn at a2, b2, c3, d4, e3,f4,g2 to g4** (h2 sometimes) c3 & d4 squares are occupied by white which is known as the

Stonewall till the end. f2 pawn moves to f4 and if the knight Ne5 is killed by the opponent f4 moves to e5 and f file is opened to enable Rf1 to Rf3 and then Rh3.

b) Pieces : Bishop of white moves to d3 from f1 and retreats to c2 square of b1 and keeps itself in the diagonal b1 to h7. The Bishop in the Black square i.e. c1 comes out in action late there in c1-h6 diagonal and keeps it in control and prevents counter attack by Black.

c) **Knights** Queens knight moves to d2-Nd2 and takes care of the opponent who moves his knight from f6 to e4 and block the white Bishops diagonal and white exchanges it by Nxe4. Later it goes to f3 to advance to e5 or g5.

Kings knight at f1 tries to reach e5 square as early as possible and has much difficulty there. That is why the f2 pawn is moved to f4 as early as possible.

From there the Knight threatens f7 and g6 and helps the queens attack. If black kills it in e5 square f4 takes it and keep the "F" file open and gain.

d) **Queen :** Queen goes to f3 giving aditional support e4 square to exchange the knight and helps the Bishop to maintain its presence in the diagonal and later to h5, h6 and try to check mate the king with the help of B, N, R etc.

e) **Rooks :** The queens rook at a1 remains at a1 only till the end game guarding the 1st rank and does not come into action till the end and it has no place in the attack. The Kings rook comes to f1 after castling moves to f3 and then to Rh3 and helps the queen in the attack at the same time while in f1 keep an eye on the f7 square for possible attack in the open file.

f) **King :** The king has no work and place in the attack unless the attack fails.

7.8 Queens Pawn Gambit - Declined Bxh7 Marshall attack variation

In this variation Marshall attack has impressed many and gained immense popularity offering all his pieces to Black in its attack against the Black King. In particular the sacrifice of Bishop on h7 pawn (BxKRPch. or Bxh7) and forces the king out from his castle is a good example worthy of using and remembering as one of the important motiffs of the game of chess. ***It applies to both white and Black equally.*** *Let us examine the deployment of forces of Black and White and how the Marshall attack succeeds in the position. Examine the moves carefully.*

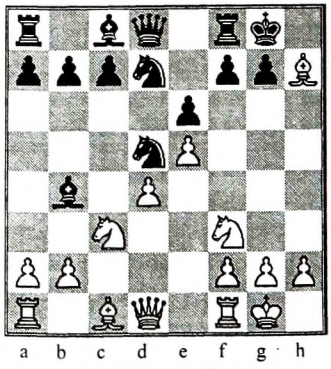
Michael Ial

1. d4 d5 2)c4 Nf6 3) c xd5 Nxd5 4) Nf3 e6 5) e4 Nf6 6)Nc3 Bb4 7) Bd3 Nbd7 8)0-0 0-0 9)e5 Nd5 10) Bxh7 (famous Bishop sacrfice on h7) This sacrifice is known as Marshall attack variation. **10)Bxh7 Kxh7 11)Ng5ch. Kg8 12)NxN** forced otherwise it gives support to king 12... exd5 **13.Qh5 Re8 14) Qxf7+ Kh8 15)Qh5+ Kg8 16)Qh7+ Kf8 17) Qh8+ Ke7 18) Qxg7check mate.**

10. Bxh7 Kh8 (avoids taking the Bishop and moves

Marshall Attack

QP Gambit Declined



White 10. Bxh7ch.

to h8) White has 2 separate moves for attack. Let us see how I and II.

I system uses whites

II..... Bc2

11. The Bishop comes back to c2 square and then you have further 2 ways.

a1 attack on the line

10. Bxh7, Kh8 11) Bc2 c5 12) Bg5 Qc7 13) Nxd5 (NxN) exN 14) Be7 Re1 15)Ng5 g6 16) Qg4 Kg8 17) Qh4 Nf8 18)Bf6 Nh7 19)QxN Kf8 20)Qg8 ch.mate.

Let us see a2 line of attack B comes back to c2

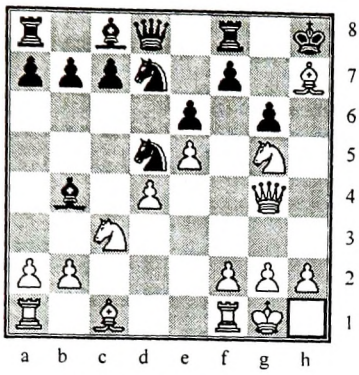
11) Bc2 g6 12)..Qd2 Re1 13)Qh6+ Kg8 14)Nxd5 exd5 15)Bg5 Be7 16)e6 Nf8 17) exf7+ Kf7 18)Bg6+ Nxg6 19)Qh7+ Ke6 20) Qxg6+ Kd7 21) Ne5ch.mate

Let us see II line of attack Bishop does not come back

11. Ng5 g6 12) Qg4 In this also you have 2 ways.

II a1) 12.. Kg7 13)Qh4 Rh8 14) Nxe6 fxe6 15)Qh6+ Kf7 16)Qxg6

i) 16... Ke7 Qg7+ 17) Ke8 Bg6ch.



White 11 Ng5 g6

ii) 16... Kf8 17)Bh6+ Ke7 18) Qg7

Going II (b) Line

12).... Qe7 13) Qh4 wins.

This Marshall attack variation illustrates to us many combinations and motiffs which are useful. For practice place the pieces on Board and try to play the moves from the text. Next try to play the moves by mind without moving the pieces of both sides. It teaches one to appreciate the motiffs and how to use them and at what times. Before going to a match if you try this analysis by mind and without moving the pieces it increases your confidence and result in winning the games.

7.9 English Opening - Symmetrical Variation

The pieces used in the matches have been defined as to their dimensions of height, the base as circular of size, colours etc have been defined by FIDE and they go by the name "Stauntan type" named after Howard Stauntan. This English man played in 1843 won over another chess giant ***SAINT AMANT*** *besides played an important role in the England vs. France team tournaments. In London 1851 tournaments in an extra ordinary style he showed his skill.*

In these tournaments he used his favourite variation of Sicilian Defence and played the first move as c4 and thus kept one move in hand as the opponent cannot guess what opening is being played. This enabled white to vary the opening as he wishes. These were the days of "Hypermodern" variations which were considered Un-Scientfic and not favoured. So this opening was named as English opening and received very little attention at that time.

Gogineni Rohit (A.P.)
World U-14 Silver Medalist-2002

Even then the stalwarts of those days Steinitz, Rubenstein and ZuckerStart did not neglect it but added to their stock and frequenctly patronized the same.

Otherwise it would have disappeared with Stauntan. On the other hand during the First World War days Reti, Tartakovar and several chess experts improved this opening and sharpened its use as an instructive game. Now-a-days we see several players using this opening. Amongst the players like Bobby Fischer, Kasparov, Karpov, Botwinnick, Keres, Smyssiov and others added this to their armoury of weapons.

C4 Opening

In the Chess arena, the **English opening** brought freshness and a new chapter was born. No wonder it did so. In this first move of white c4 it controls the d5 square of Black in the Queens file and provokes Black to come to battle in the centre in the middle game. If the opponent plays as per his expectations and attacks, this variation has an inherant power of meeting the threats of attack. Moreover it is possible that both the sides can transpose their moves and reach the position desired.

Hence this opening is used by experts who know the principles of opening thoroughly and capable of defensive play apart from attacking styles.

At one stage of chess history this opening was known as Sicilian opening!!

However Black has many good defences for meeting this opening. But the important thing *is the ability to select which defence to play.*

In the game shown below in Vienna (1923) Reti belonging to Zechoslovakia played this game against the Austrian by name Boker and battled and defeated him in 30 moves.

Flank Openings : English Opening-

Vienna 1923

White : Reti (Zechoslavakia)
Black : Bocker (Austria)

Normally the English opening starts with the following moves of white 1c4.... 2)Nc3 but here one notices the change in sequences as below.

1. Nf3 Nf6 2. c4 c5 3.g3 g6 4.Bg2 Bg7 5.Nc3 Nc6 6. d3 0-0 7. Be3 d6 8.h3 Bd7

Here strangely both adopted symmetrical moves of the same variation. Note both have fianchetoed their Bishops to long diagonals. One who waits to leave the symmetry has to decide when to deviate and has to play the rest of the game. So the game takes a complicated shape and luck favours both sides and it is to be hoped to see who wins the luck.

9. Qd2 Rb8 (Black asks white not to castle on the Queen side. But **Reti** is in no mood to care for the above and oblige him any time.

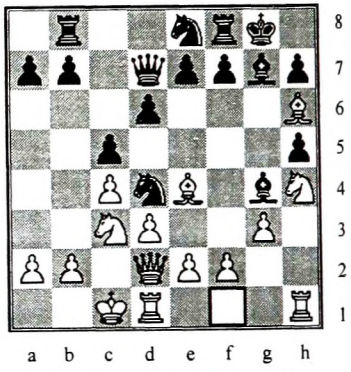
Deployment of pieces in diagram.

White : Kc1, Qd2, Rd1, Rh1, Be4, Bh6, Nc3, Nh4--(8)

Pawn : a2,b2,c4,d3,e2,f2, g3 -- (7)

Black : Kg8, Qd7, Rb8, Rf8, Bg7, Bg4, Nd4, Ne8 -- (8)

Pawns : a7, b7, c5, d6, e7, f7, h5, h7 -- (8)



White 15 0-0-0!!

10. Bh6 Ne8 (truly a kings Indian defence)

11. h4 Bg4!? 12. h5 gxh5 (But 12.... Bxh5 the consequences of the attack are likely to be very serious 13. Bxg7 Nxg7 14. g4 Bxg4 15. Qh6 f6 16.Qxh7+ Kf7 17. Nh4 g5 pawn gives chances for a very serious attack.)

13. Nh4	**Qd7,**
14. Be4	**Nd4!**
15. 0-0-0!!	**b5 See figure**
16. f3!	**b4!**
17. Nb5	**Nxe2+**
18. Kc2	**Ng3**
19. fxg4	**Nxe4**
20. dxe4	**Qe6**
21. Nf5	**Qxc4+**
22. Kb1	**Qxe4+**
23. Ka1	**hxg4?!**
24. Bxg7	**Nxg7**
25. Nxg7	**Kxg7**
26. Qh6+	**Kg8???**

(It is a blunder in time pressure Kh8 will go for a Draw)

27. Rdg1	**Kh8,**
28. Rxg4	**Qxh1+,**
29. Qxh1	**Rg8**

30. **Rg8+ Black resigns.**

To play such Gambit one must possess a lot of courage but this is not meant for weak hearts?!

7.10 Dutch Defence

As per the saying "It is meant for weak hearts" we recall an American expert when he was about to win in his anxiety and excitement moved a wrong one and lost the game playing with ***Pilinic.***

We have learnt that there are 3 stages in a game. They are opening or development stage, middle game and the end game. But we sometimes come across a strange stage. Some times when win is in insight, and in the excitement of winning and the Joy one must be careful to play coolly as per the correct sequence but committing mistakes in the sequence one may get caught by the opponent and unable to withstand the counter attack, resigns from the game. Here we have to compare the player ready to lose the game is ready to pounce on you like the cat when cornered and escapes from your attack.

In the following game

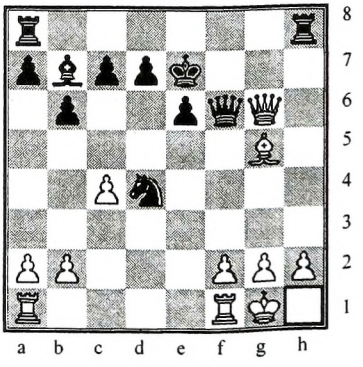
we see how the young and now famous Tarrasch in his young age in Hale 1883 tournament receives a jolt at the hands of Richtor is unforgettable. In the belief that he has trapped the opponent's Queen moved his Bishop to g5 and keeps pinning the opponents piece and moves to g5 in his 17th move stylishly. Did he succeed? You can see from the following moves only.

Dutch Defence - Hale 1883

White : Tarrasch

Black : B Richtor

1. c4 f5 2. d4 e6
3. Nf3 Nf6 4. e3 b6
5. Bd3 Bb7 6. 0-0 Bd6,



White 17 Bg5

7. Nc3 Nc6 8. e4 fxe4
9. Nxe4 Be7 10. Ne5 Nxd4
11. Nxf6+! Bxf6
12. Qh5+ g6
13. Bxg6+ hxg6
14. Qxg6+! Ke7

15. Ng4 Qf8 !!, 16. Nxf6?! Qxf6!!!

17. Bg5 White keeps the Black Queen in pin. But Richtor thought otherwise is the Queen gone? Pleasee see for yourself.

17... Ne2 check. (see diagram) (thunder on his head)

18. Kh1 Rxh2!! (One more lighting!)

19. Kxh2 Rh8+!

20. Bh6 Qh5 check. mate

A strong Sheild is not afraid of the Sword

Deployment of pieces in the figure .. move 17.Bg5

White : Kg1, Qg6, Ra1, Rf1, Bg5 -- (5)

pawns : a2, b2, c4, f2, g2, h2 --- (6)

Black : Ke7, Qf6, Ra8, Rh8, Bb7, Nd4 -- (6)

pawns : a7, b6, c7, d7, e6 -- (5)

7.11 Beware you may lose before you actually won

We see occasionally those inexperienced players who acquired skill recently, in their over enthusiasm when nearing a win make mistakes of a serious nature and realise that the win is slipping from their hands.

A Slip between the Cup and the Lip

We invite you to keep this dictum in your mind that ***"You may lose before you actually won the game"*** applies to all. Some opportunities slip away from our hands. Having more pieces than your opponent and your Battle position highly better than your opponent and getting that fealing of Joy approaching a win in his anxiety and excitement makes a mistake in the move or in the sequence of moves, loses his initiative or a piece sadly the position goes down in the next few moves. Instead of winning he may face suddenly a stalemate or a loss and opponent resorting to counter attack.

For example we give a sample where a famous chess player an American played in a game against American Chess Champion Reshivisky in New York 1942 U.S. Championship tournament in his game against Master **Philnic** in a ferrocious attack and about to win in a moment made a wrong move and got into trouble. **Philnic** took this chance and with powerful moves brought a stalemate position against Reshvisky.

Deployment of Pieces

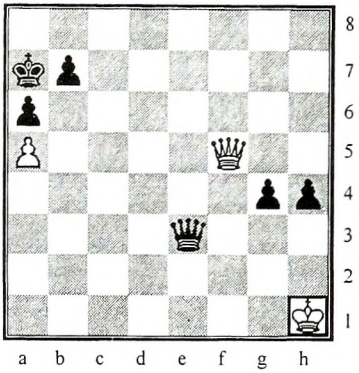
White : Kh1, Qf5, Pawn a5 - (4)

Black : Ka7, Qe3, a6, b7, g4, h4.... (6)

White played Qf2 Reshivisky was forced to exchange Queens QxQ otherwise lose the Queen. In a5 white pawn is blocked by

New York 1942

Reshivisky / Philnic



Stalemate White 1 Qf2

black's a6 pawn and the White king has no escape route or square to go and so it resulted in a stalemate.

That is why they say "Be watchful you may not win but you may also lose" which applies to all.

"There is always a slip between the cup and the lip" and English saying is worth remembered.

Extra Games

Anand Vs Panamarov Chess Classic Mainz, Germany

1. Queen's gambit accepted D27

1. d4 d5	**4. e3. e6**
2. c4 dxc4	**5. Bxc4 c5**
3. Nf3 Nf6	**6. 0-0 a6**
7. a4 Nc6	**28. axb5 axb5**
8. Qe2 Be7	**29. Nxe7 Kxe7**
9. Rd1 0-0	**30. Bxb5 Qc2**
10. dxc5 Qc7	**31. Ba3 Qc3**
11. b3 Bxc5	**32. Qc4 Qa1+**
12. Bb2 Bb7	**33. Kh2 Qxa3**
13. Nbd2 Bd7	**34 Qxc8 Qa5**
14. Rac1 Nb4	**35.Qc5+ Kd8**
15. Ng5 Qe7	**36. Qd6+ Kc8**
16. Ndf3 h6	**37. Qxe6+ Kb8**
17. Nh3 Rfd8	**38. Bc4 Qc7+**
18. Nf4 Rxd1+	**39. e5 Ne4**
19. Rxd1 Rd8	**40. f4 Nd2**
20. Rxd8+ Qxd8	**41. Qxh6 Nxc4**
21. Ne5 Nbd5	**42. Qf8+ Ka7**
22. Nh5 Be7	**43. Qxb4 Nb6**
23. h3 Qc7	**44. e6 Nc8**
24. e4 Nb4	**45. Qd4+ Kb8**
25. Nxf7 Kxf7	**46. Qe5 1-0**
26. Nxg7 Bc8	
27. Nf5 b5	

Anands QP opening is a surprise now-a-days and Anand learnt from Kasparov from the **Summit World little match in 1995.** Panamarov acceptes the gambit pawn and bymove 20 all the Rooks are exchanged and QP and BP above are killed. The movement of 4 pieces a Queen left Black with a weak Queen's Rook pawn and white has to be watchful of his back rank as the position

equal and the spectators were feeling bored but wokeup when Anand sacrificed his knight in the 25th move and one more sac next move. 2 knights for 2 pawns exchange is against white but not so and Panamrov returned the second one. Anand had 3 pawns for his one piece. In move 34 Panamarov played Qa5 and Anand won more pawns after wrapping the Black king and forced the exchange of queens and Panamarov resigned on the 46th move as White has too many pawns to prevent one single Knight, Black resigned on the 46th Move.

2. French Defence : Hastings International Congress

GM P. Harikrishna (Ind) Vs Zhang thong (China)

1. d4 e6
2. e4 b6
3. Nf3 Bb7
4. Bd3 d6
5. 0-0 Nd7
6. Nc3 g6
7. Bg5 Ne7
8. e5 Bg7
9. exd6 cxd6
10. Ne4 Qc7
11. Re1 a6
12. c3 f6
13. Bf4 e5
14. dxe5 fxe5
15. Bg5 d5
16. Ng3 Nc6
17. Be2 Na5
18. Nd4 0-0
19. Ne6 Qc6
20. Nxf8 Rxf8
21. Bd3 Nc4
22. Bxc4 Qxc4
23. Qd2 Rf7
24. Bh6 Bf6
25. Rad1 Qh4
26. Be3 Nc5
27. Bxc5 bxc5
28. Qe3 c4
29. Qc5 Qf4
30. Qe3 Qh4
31. b3 Kg7
32. Qe2 Rc7
33. Bxc4 Qxc4
34. Qxc4 Rxc4
35. Ne4 Be7
36. Nd2 Rc7
37. Rxe5 Bf6
38. Re2 a5
39. h3 Rxc3
40. Ne4 Rc7
41. Nd6 Black resigned

Zang thong is top seed in the tournament. He went in for an offbeat double fianchetto defence and Hari Krishna in this second move by e4 turning it into French defence. Black was lured into over extending his centre in the early middle game. Ne4 in 10th move Hari Krishna put his N to e4 and right in the centre and won an exchange by force. Harikrishna 4th win with white pieces and draws by Black pieces and his performance was 2716 a staggering figure sending alarm signals in elite circles in their arena.

3. Sicilian Kalashnikov 19th City of Linares Tournament

G.M. Viswanath Anand Vs Alex Shirov (Rus)

1. e4 c5
2. Nf3 Nc6
3. d4 cxd4
4. Nd4 e5
5. Nb5 d6
6. Nc3 a6
7. Na3 b5
8. Nd5 Nf6
9. c4 b4
10. Nxf6ch. Qxf6
11. Nc2 Qg6
12. Qd5 Bb7
13. Nxb4 Rc8
14. Be3 Be7
15. h4 0-0
16. h5 Qg4
17. f3 Qg3+
18. Kd1 Bg5
19. Nxc6 Bxe3
20. Ne7+ Kh8
21. Qd3 Bg5
22. Nxc8 Rxc8
23. h6 gxh6
24. Kc2 d5
25. exd5 Bxd5
26. Qxd5 Rd8
27. Qc5 Rd2+
28. Kb3 Kg7
29. a3 e4
30. Rh3 Qf4
31. fxe4 1-0

4. Judith Stuns Anand

60th Hoogovens Chess Tournament

Sicilian Defence

Wijk Aan Zee Jan 22nd

GM Polgar Vs GM V.Anand

1. e4 c5
2. Nf3 d6
3. d4 cxd4
4. Nxd4 Nf6
5. Nc3 a6
6. Be3 e5
7. Nf3 Be7
8. Bc4 0-0
9. 0-0 Be6
10. Qe2 b5
11. Bb3 Bxb3
12. axb3 Nbd7
13. Rfd1 Qc7
14. Bg5 Rfc8
15. Ne1 Qb7
16. Bxf6 Nxf6
17. Nd5 Nxd5
18. Rxd5 Rc5
19. Rad1 Rxd5
20. Rxd5 Rc8
21. c3 b4
22. c4 g6
23. g3 Rc5
24. Rd1 a5
25. Nc2 Kg7
26. Qd3 Rc6
27. Ne3 Qc8
28. Kg2 Qe6
29. Qe2 Bd8
30. Nd5 Rc5
31. Qe3 Be7
32. Rd3 Bd8
33. Qd2 Rc6
34. Qd1 Kg8
35. h4 Kg7
36. h5 Bg5
37. Qf3 Rc8
38. Rd1 Rc6
39. Qe2 Rc8
40. Rh1 Kg8
41. f3 Rb8
42. Qf2 Rb7
43. hxg6 fxg6
44. c5 dxc5
45. Qxc5 Bd8
46. Rc1 Kf7
47. Qe3 Kg7
48. Rc4 Rd7
49. Qc1 h5
50. Rc6 Rd6
51. Rc8 Qd7
52. Qc5 Kh6
53. Rb8 Bf6
54. Qe3 Bg5
55. f4 exf4
56. Rh8 1-0

In Jan 22nd at Wijk Aan Zee in the 6th round of the 60th Hoogovens Chess tournament at De Moriaan, in one of the days 2 big upsets Judith Pogar of Hundary tried her best to win over Viswanathan Anand in 56 moves when Anand playing Black had resigned. The gme

opened as e4 c5 sicilian B90. Judit took advantage with the Maroczy pawn structure and defeated Anand in 56 moves. In the final position Black lost after the Q sacrifice 56..... Kg7, 57. Qd4+ Bf6 58. Qxf6 59. Rxf6 Rh7+ 60. Kxh7 Nxf6 fork Black Queen is lost.

5. More games - Miniatures

Steimen Vs Thompson Dallas - 1942

1. d4 d5	**5. cxd5 Nxd5**
2. c4 e6	**6. e4 Nxc3**
3. Nc3 Nf6	**7. bxc3 Nc6**
4. Nf3 c5	**8. d5 Ne7**
	9. Bb5+ Bd7

10. Bxd7ch. Qxd7 (If KxB 11. NK5ch. Ke1 12. Qrch. and wins)

11. Ne5 Qb5 (If 11.... Qc7 d6 wins a piece or of 11..... Qc8 12. Qa4ch. Kd8 13. Nxf7ch. Kd7 14. Bf4ch. leading to mate)

12. dxe6 fxe6 threat PxP

13. Rab1 Rad1 14.Qxd8ch. Kxd8

15. Rxb4 resignes

6. Shortest Game ever played between Master in tourna-ment competition ending in checkmate in 8th move

Gibaud Vs Lazarus Paris, 1924

1. d4 Nf6	**3. dxe5 Ng4**
2. Nd2 e5	**4. h3 Ne6**

Knight did not go back but attacked the White Queen. **5. fxe6 Qa4ch.mate White resigned.**

7. Pamant Vs Club Player London 1932

1. e4 c6	**5. e6 fxe6**
2. d4 d5	**6. Qh5 ch. g6**
3. Bd3 Nf6	**7. Bxg6 hxg6**
4. e5 Nfd7	**8. Bxg6 ch.mate**

Note a) Black does not care for 5... Nc3 as 6. exf7 Kf7 so king may not be able to castle which is not abig dis advantage.

b) He has failed to see the on coming Q sacrifice of White and mating with White Bishop and f7xe6 8. Qa5ch.g6 9. Bxg6 hxg6 10. Bxg6 ch.mate.

8. Denker Vs Budding Master Mac Murray New York 1932

1. Nf3 Nf6	**9. Nb5!! Qd7**
2. c4 c5	**10. Bd2 e5**
3. Nc3 Nc6	**11. 0-0-0** (idea 12. Bb5 Nd4 13.Nc7ch.)
4. d4 cxd4	**12. Bg5 Qf5**
5. Nxd4 d5	**13. Nc7ch. Kf8**
6. Qa4 Qd7	**14. Rd8ch. Nxd8**
7. cxd5 Nxd5	**15. Qc8ch.mate**
8. Nc x d5 Qxd5	(Move 9 white is aiming at Nc7 triple fork)

To play the games in Descriptive notation for practice

Note : When he resigned after 22nd move write the position of pieces on the Board in Algebraic notation.

Try o trap and get trapped? Sad?

1. New York 1918, Ruy Lopez

Blanca (White) Vs

Fonaroff (Black)

1. PK4 PK4	12. NQ4 NQ2
2. NKb3 NQB3	13. NB5 BB3
3. BN5 NB3	14. QKN3 NK4
4. 0-0 PQ3	15. BB4 QB2
5. PQ4 BQ2	16. QRQ1 QRQ1
6. Nb3 Bk2	17. RxP RxR
7. RK1 PxP	18. BxN RQ8
8. Nxp NxN	19. RxR BxB
9. QxN BxB	20. NR6ch. KR1
10. NxB 0-0	21. QB QxQ
11. QB3 PB3	22. NxPch. fork

Resigns

2. New Orleans 1925 Phildor Defence

Give the position of pieces and pawns on the board after move 15 in Forsyth notation

E.Z Adams (White) Vs C. Torre (Black)

1. PK4 PK4	12. PB4 PxP
2. NKB3 PQ3	13. PxP RK1
3. PQ4 PxP	14. KRK1 PQR4
4. QxP NQB3	15. RK2 RQB1
5. BQN5 Ba2	16.QRK1 QQ2
6. BxN BxB	17.BXN! BXB
7. NB3 NB3	18. QKN4! QN4
8. 0-0 BK2	19. QQB4!! QQ2
9. NQ5 BxN	20. QB7! QN4
10. PxB 0-0	21. P-QR4! QxRP
11. BN5 PB3	22. RK4!!! QN4

3. Queen Indian Defence

W. Morrisa Black Vs

J.R. Capa Blanca

1. d4 Nf6	15. Rac1 Nc6
2. Nf3 e6	16. e4 Ne7!
3. e3 b6	17. e5 Nd5!
4. Bd3 Bb7	18. Bd2 Be7
5. 0-0 Be7	19. Ne1 Qf7
6. b3 0-0	20. f4 Rb8
7. Bb2 Ne4	21. Bc4 b6xc5
8. c4 f5	22. b4xc5 h6
9. Nc3 Qe8	23. Nc2 g5
10. Qc2 Nxc3	24. Rb1 g5xf4
11. Bxc3 Qh5	25. Rb3 Bc6
12. Qe2 Na6	26. Bxf4 Nxf4
13. c5 Nb8	27. R1xf4 Kh7
14. b4 Bf6	28. Ne3 Bg5!

29. Rxf5 Bxe3
30. Qxe3 Qg6
31. Rf2 Bg2!
32. Rb3xb8 Be4+
33. Qg3 Rb8
34. Qg6+ Kxg6
35. R2f6+ Kg7
36. Rf4 Bf5
37. Rf3 Rb1+
38. Kf2 Rb2+
39. Kg3 Rd2
40. Rf4 a5
41. h4 c6
42. Kf3 a4
43. Ke3 Rc2
44. Ba6 Rc2xa2
45. Bc8 Ra3+
46. Ke2 Rc3
47. Bxd7 a3
48.d5 c6xd5
49. c6 Kf7
50. Ra4 Ke7
51. Ra8 d4
52. Re8+ Kf7
53. Ra8 Be4
54. Ra7 Rc2+
55. Ke1 a2
56. Kd1 d3
57. Bc8+ Kg6
White resigns

This is one of the most unknown master pieces of Chess Literature.

5. World Championship Mascow, 14th Sep 1985

Kasparov Vs Karpov

Zaitsev Variation of Ruy Lopez

1. e4 e5
2. Nf3 Nc6
3. Bb5 a6
4. Ba4 Nf6
5. 0-0 Be7
6. Re1 b5
7. Bb3 d6
8. c3 0-0
9. h3 Bb7
10. d4 Re8
11. Nd2 Bf8
12. a4 Qd7
13. a4xb5 a6xb5
14.Ra1xa8 Bxa8
15. d5 Na5
16. Ba2 c6
17. b4 Nb7
18. c4 Rc8
19. d5xc6 Qxc6
20. c5 Nd8
21. Bb2 d6xc5
22. b4xc5 Qxc5
23. Bb2xe5 Nd7
24. Bb2 Qb4!
25. Nb3 Nc5
26. Ba1 Bxe4
27. Nd4 Nb7
28. Qe2 Nd6
29. Nxc5 Qxc5
30. Qg4 Re8
31. Rd1 Bg6
32. Qf4 Qb4!
33. Qc1 Be4
34. Re1 Qa5
35. Bb3 Qa8
36. Qb2 b4
37. Re3 Bg6
38. Re1xe8 Qxe8
39. Qc1 Ne4
40. Bd5 Nc5
41. Nb3 Nd3

sealed move extra passed pawn. Kasparov resigned.

6. Vienna 1948

Soyka Vs Toth

1. Pk4 Pk4
2. NKB3 NQB3
3. BB4 NB3
4. NN5 BB4
5. NxBP BxP+
6. KxB NxP+
7. KN1 QR5
8. QB1 RB1
9. PQ3 NQ3
10. NxNch. PxN
11. QK2 NQ5
12. QQ2 QN5
13. Resigned.

Queen is lost for white

7. Receiving end for Marshall, Siouxcity 1906

Shoup Vs Marshall

1. Pk4 Pk4
2. NKB3 NQB3
3. PQ4 PxP
4. NxP NB3
5. NxN NPxN
6. BQ3 RQN1

7. BKN5 PQ4 **11. BxN QxB**
8. PK5 QK2 **12. BxQP+ KB1**
9. 0-0 QxP **13. BxQBP+ KB1**
10. RK1 NK5 **14. QQ8ch! Resigns.**
14... BxQ15 RK8ch.mate

8. Berlin 1879

Snitzler Vs Alexander

1. e4 e5 **8. Rg1 Bb4+**
2. d4 exd4 **9. Nc3 Qh3**
3. c3 dxc3 **10. Rg3 Qh6**
4. Bc4 cxb2 **11. Qb3 Bxc3(N)**
5. Bxb2 Qg5 **12. Qxc3 Nf6**
6. Nf3 Qxg2 **13. Rg6! hxg6**
7. Bxf7ch. Kd8 **14. Qxf6ch. gxf6**
(if 7.. Kxf7 8. Rg1 **15. Bxf6 ch.mate**
Qh3 9 Ng5+ fork
and Q is lost)

9. Exercise on notations

Write the moves in Algebraic notation and give positions of the pieces at move no. 12 as per algebraic simple method. starting with White and then Black and also Forsyth system (a), (b) or (c).

1. Pk4 Pk4 **7. BxPch. KQ1**
2. PQ4 PxP **8. RN1 BN5ch.**
3. PQB3 PxP **9. NB3 QR6**
4. BQB4 PxP **10. RN3 QR3**
5. QBxP QN4 **11. QN3 BxNch.**
6. NKB3 QxP **12.QxB Nf6**
13. RN6 PxR
14. QxNch. PxQ
15. BxP check mate.

10. Who has more power in material

1. K Q B N R P
2. K R R B N P P
3. K B N N R R P

11. How many moves are required for a pawn to reach the last rank when there is no piece Blocking it in the end game.

Quiz

1. What is a Fiancheto
2. What is meant by "in situ"
3. What is "en prize"
4. Ex plain smothered mate with an example.
5. What is a Stalemate.
6. What is a Flag Fall or lost on time.
7. Exchange up, exchange down.
8. Which takes more squares long diagonal or file.

8 Problems in Chess

8.0 Solving Chess Problems and the Key Move

In the epic Ramayanam it is said God Ram has only one Wife and needs only one Arrow which are enough for him. Likewise every problem has only one Key move.

At this very minute in some corner of a village, one grand father and one grand son may be seriously engaged in playing the game of chess. Likewise husband & wife, brothers & Sisters also are likely to be deeply involved in playing a game of chess with a board in between them. Usually we find that **some two people start the game** and many more join them and it is only some two people complete the game but not the ones who started it necessarly! This game is patronised by people who enjoy playing the game for entertainment and deeply involved in the game as long as they were continuing it. Now this family type of games have disappeared from the houses. Even Schools and Colleges do not have this atmosphere. We believe that these elders who are familiar with this International System are teaching others and giving information regarding the rules and proceedures of International System of the game.

Irrespective of the above, efforts are now made to introduce the problem in the Chess game and shown how they are to be solved which helps every body to analyse during play and anticipate the opponents' moves by solving the problem without moving the pieces and the mind is able to

recollect familiar patterns of pieces and their position on the Chess Board. The ideas of attacking and defending also are improved sharply in those who solve problems in the spare time. Moreover **Problem solving solves your problem of getting another player** to play with you. You can spend more time which is useful instead of a dull game with a beginner or players who do not play chess seriously but casually only and come on your request only.

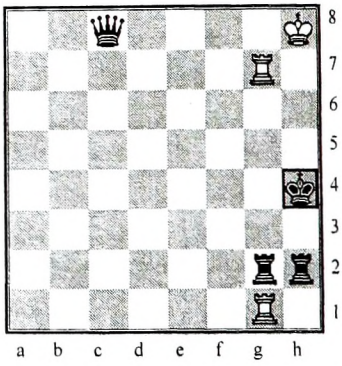
Chess problems are varied in type and with different names. But as an introduction to those who are not aware of Chess problems we concentrate our attempts to Two mover or 3 mover problems which means white or Black makes the first move in the given position and mates the opponent in specified no of moves say 2 or 3. Every problem should have only one key move i.e. the first move and the second or third mating moves may vary depending on **how the opponent tries to defend himself for not getting mated in the specified no. of moves.** Unless pecified in problems it is assumed that white moves first and mates in 2 or 3 moves.

The problems are given by a diagram or the deployment of forces after a particular move are given using the standard Algebraic or descriptive notations. Usually the White moves and mates the black in a specified 2 or 3 moves. Every problem should have only one key move. Let us see the following problem.

Deployment of Pieces :

White : 1 Kh8 - King is in h8 Square.

Problem - White to mate in 2 moves



Eric M.Hassberg, New York-1945

First move is always of White!

2. Qc8 - Queen is in c8 square

3. Rg1 - Rook is in g1 square.

4. Rg7 the other Rook is in g7 square.

Black has 3 pieces only as

1) Kh4 2) Rg2 3) Rh2

See the diagram, the designer or one who composed the problem gives the position of the pieces both White and Black and specifies if it is a 2 mover or 3 mover. White Moves first which is called a **Key move** to which Black may have any alternative defensive moves but white is able to chekmate the Black King irrespective of any defencive move in the second move.

The Solutions may be many but the Problem should have only one Key move. Generally few pieces are involved when the Problem is composed. **"Small is beautiful"** is the motto in composing.

When the **problem is solved the solver gets his kick of enjoyment and feels the thrill or joy** or the ideas behind the composition. **This can be only realised by one who solves but cannot be described in writing.**

The Problems sharpen our brains as we analyse and solve the problem by thinking from both sides of the pieces. First we practice solving the problem after placing the pieces as per the diagram or descriptive notation and then solving by actual movement of pieces and verifying the solution physically. But later.. it is possible to solve the same problem without moving the pieces physically but keeping the movement inthe mind as it is. This improves one's skill of analysis of a position in a game when actually you play you get ideas after recognising the patterns of grouping of pieces in a particular way and feel as though you have solved it earlier in a problem. You start thinking from both sides and that is the real analysing.

We now solve the two mover as in diagram. If we closely observe the position you find the Black king is in **h** file and is unable to enter the g file of the Whites Rook at g7. Now this King can be mated if we are able to say check in the h file at h7 or h6 squares. The Black may try to bring his rook to Block the h file by the second move.

So the **Key move of White is Qc2** from Where it can move to h7 and say check mate. The Black has several moves to defend 1.... Rg2xc2(Q). But white can still mate by moving its g7 Rook to h7 has the Rook g2 has cleared the line for whites g1 Rook and prevents the Black king from entering the g file so the Rook at g7 could go to h7 and check mate. Here line block and line clearing weapons are involved.

2. Black may try Rg2 x Rg1. This cleares the line for Q at c2 to kill Rh2 of Black and Check mate the King.

3. If Rg2 of Black kills white's Rg7 then also the Queen is free to kill the Rook at h2 and checkmate.

4. The King can also move to h 5 or h3 but Qh7 mates it as the king moves are of no use.

5. If Rg2 goes to g5 so that it can Block the Qc2 attack by going to Rh5 the Queen Kills the Rh2 and check mates.

This problem was composed by Eric M. Harsberg New York 1945 and considered as one of the best and says "small is beautiful" as the no. of pieces on both the sides are few.

Just like in music the composer uses the various themes or weapons. We have described earlier like lineblocks, line clearing etc. There are also some restrictions and assumptions in composing problems. They are briefly the problem specifies and describes itself as a Two mover or 3 mover. White moves first and mates the Black in the second move irrespective of any defensive move of black.

1) The first move is called as a key move and problems should have only one key move. Also by seing the position of King in e1 square and Rooks in a1 or h1 **you may assume that they have not castled sofar** and White may use the Castling as a weapon to solve the problem.

2) The Black pawns look as though they are protecting the pieces and blocking your attack. For this you must identify and confirm yourself ***in mind that Black pawns are moving down and White pawns moving up as they give an illusion of a different nature and confuse you from the solution.***

3) Finally the pawns reaching the last rank 1, or 8 may be promoted to any piece but because one is always accustomed to say the pawn promotes as a Queen you are mentally biased then Queen may not be useful in that position and sadly results in stalemate. Promotion to Rook, Bishop or Knight also may be considered though it does not come to mind.

4) Solution is written as mentioning the key move and .. for every diffensive move of Black white replies are also noted.

The composer uses the following themes as mentioned above.

1. Line clearing
2. Line Blocking
3. Self Block
4. Castling
5. Pawn Promotion
6. Double Check.
7. Fork.
8. Discheck etc.

Any experienced player can attempt composing problems for the games they played.

One can improve the solving by first physically moving pieces on the board. 2) By not moving 3) By seing the diagram in book of paper in which the diagram is printed without the board or pieces.

Let us solve one Two mover using line blocks pawn promotion etc.

The arrangement of pieces is as follows.

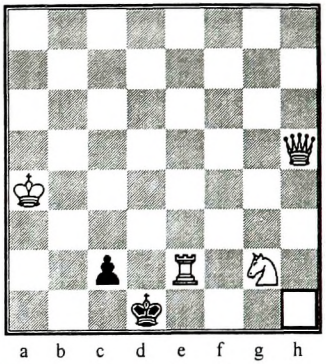
White : Ka4, Qh5, Re2, Ng2 - (4)

Black : Kd1, and pawn at c2 - (2)

White to mate in two.

Let us examine the diagram. It is clear that the Black King can be moved to c1 and b1 and escape. Secondly if the King is not moved the pawn at c2 tries to reach c1 and get promoted as Q, R, B or Knight which he may use to block the threat of check or kill the attacking piece and protect the Black king Which gets a minor piece to defend itself after the 1st move. Immediately it may also counter attack white with the minor piece (Bishop) or N.

In solving problems we use what is known as a dummy 1st move, say move the King to the next square. Here the White King at a4 can come to a3 or b3 and to



White Mates in Two moves

prevent the Black King moving to the 2nd Rank. When you do this let us examine what the Black does.

1.Ka3 Kc1 2) Qh1 ch.mate or 1Ka3 2) c2-c1=Q or B+ you can Block the attack by moving the Rook to b2 square and at the same time give a discheck from Q at h5 to Black King.

Here the Rook blocked the line against the Black Queen or Bishop giving check and at the same time cleared the line of attack of his Queen to Black King. The Black King cannot move to c1 blocked by its own pieces the promoted Q or B and cannot move to the second rank at c2, d2 or e1 which are controlled by the White Rook

and Knight.

Here we seem to hit the correct move as a key move by chance and we should not rest there. The promoted pawn could become a rook and still the White Rook's move to b2 check mates the Black King in the 2nd move.

We have to examine other possiblities of the c1=N The Knight can jump to e2 square vacated by the white Rook and block the dis. check from Queen. So the second move of Rc2 of White does not checkmate and fails? We can now examine whatever we can use the Knight or the Queen for giving a check on Black King. If you say Check by Qh1 the Black King will gobble the white Rook the Final alternative is Check by Knight. That can be given by the move Ne3+ and mate.

a) The answer is Written like this.

The move of White King Kb3 is not correct because the c2 pawn of Black can be promoted as Knight and give a check and the White King has to move and the Second move has no chance to mate the Black King.

b) The other move for white is Ka3. If c2=Qor B White gives a discheck Rb2 by Rook and mates.

c) If c2=R its no use to Black or White as Rb2 still check mates the Black.

d) If c2=N if you move the White Rook to b2 and say discheck, this Black Knight goes to Ne2 and Blocks the Q in Check. But if you say check with White N as Ne3 the King is Check mated as it is blocked by its own Knight and no escape is open to King the answer is like this.

1. Key move of White is Ka3 followed by b,c,d,.

Analyse these moves and find the solution without moving the pieces physically. This practice will improve your analytical power in a short time and helps in tournament play.

Problem 2 :

Mate in 3 Moves

Deployment of pieces

White : Kc6, Bb8, Pawn C7 - (3)

Black King at a8 - Ka8 (1)

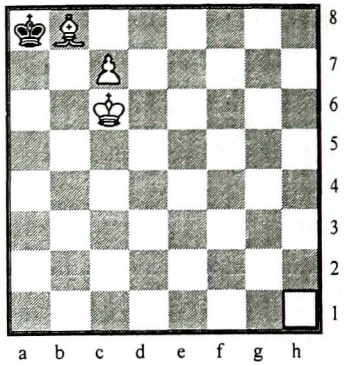
In all problems it is the specefication that unless otherwise stated White moves first and Black is mated in 2 moves or 3 moves specified.

Keenly watching the diagram we find that the black king is in a stalemate position and the White pieces have to force a free square for it to move.

The problem is based in Camposition on White for the following chances 1) Forced Move 2) Pawn promotion 3) Stale mate 4) Mating the King with K & R at the edge of Board. 5) Kings in opposition etc.

Let us see how we can solve the problem. The King is to make a move after Whites Key move.

Moving White King to b6 or d6 or d7 does not help as the Black King can



come out to b7 and a6 etc. Here we may examine first where to move the Black King after the first move. c7-c8=Q/R does not help. If c8=B or N the King can kill the Bishop in b8 and so It does not help white to mate in Second Move.

So it seems sacrifce the Bishop which can be done by moving it to a7 1. Ba7 Kxa7 2) c7-c8=Q does not help and it results in a stale mate.

Next 1.... 2) c8=R Ka6 forced move as it can't go to a8 now use the theme checkmating King at the edge of Board as the Kings are in opposition by the Move Ra8 Ch. The other moves of c8=B or N do not help.

1. Key move Ba7 Kax7 forced
2) c8=R Ka6 forced
3) Ra8 ch. mate

8.1 Other Variety of Problems. Here the First Move is that of Black not White

We have pecular problems where Black moves first. a)Help Mate b)Self Mate c) Mating in specified no. of moves more than 3.

Help Mate

A **help mate** is one where Black makes such a move first which will help the White to mate Black in 2 moves. This is called **help mate** 2 mover. The solution in the second move could be any no.of ways It is not necessary to write Black moves first. By definition ***In help mate Black only moves first and enables white to mate in two moves*** but in any no of solutions and it can have ***any no of key moves*** unlike ordinary problems.

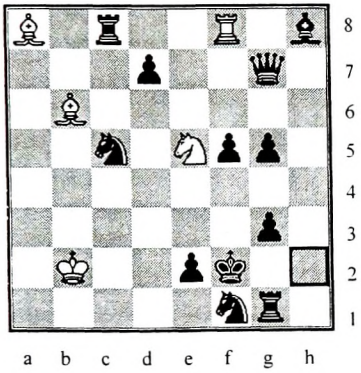
Example 1 : **Help Mates**

Black : Kf2, Qg7, Rg1, Bh8, Nf1 Nc5 - (7)

Pawns : d7, e2, f5, g3, g5 - (5)

White : Kb2, Rf8, Ba8, Bb6 Ne5 - (5) no pawns

Help Mate 2 Mover



White mates Black in Two moves. Blacks First move

Black makes the key moves first and enables white to mate it in 2 moves.

Here line Blocking, Pin, Kings in opposition and with a Rook check.mate etc.

a) Black moves Rc6 white replies Re8 to allow Blacks Rook to move to Rf6 block the Blacks long diagonal held by Queen and Bishop against the white King.

b) Black moves (again) Rf6, Nd3 Checkmate by White. Blacks Nac5 is pinned by Bb6.

The rook at c6 tried to block the long White diagonal under control of white and hence Black King can go to g2.

The second solution is Key move of Black.

Black first counters the escape route of Black King 1)d5 Ba5 2)d4 Ng4 check and mate.

Two moves Help Mate with four solutions.

Deployment :

Black : Kf5, Qe3, Rb4, Ba3 - (4)

pawns : f7, h5, h7 - (3)

White : Kf8, Rc7, Rg4, Bc3 - (4)

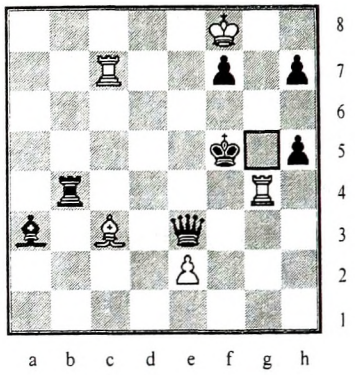
pawns : e2 - (1)

This problem was composed by Janovsky and we must say hats off for his creative ability and the composition.

In the Problem the Black Queen moves to 4 different squares and helps

2 move help mate 4 solutions

By Janovsky



the White to check mate Black in four different ways.

Black has to move first and White has to checkmate the Black King in two moves but in 4 ways. Normally for ordinary problems they have only one key move for each problem.

Blacks first move **a) 1. Qd4, Ke7 2)Ke5 Rc5 ch. & mate.**

b) 1 Qf4 Rc5+ 2Ke4 Re5 ch.mate. (Black king in pinne by white Rook)

c) 1. Qe5 e4+ 2) Kf6 Rc6 ch.mate (Black Queen is blocking the White Bishop long diagonal)

d) 1. Qg5 Rxf7+ 2) Kg6 Rf6 ch.mate (Qg5 is pinned by Rg4)

Example 2 : Help mate the Black should move first move and check mate in 3 moves in 4 solutions.

Deployment : Black Ke4, pawn at b2, f2 - (3)

White : Ka4, Nb6, Nf1,

Bg3 - (4)

pawns at c3, g4 and h6 - (3)

This problem was composed by Alain Whites P.L. Rothen Berg a highly praised composers published it first in Chess Review 1951 and dedicated the problem to the great problem composer SAM LLOYD. The solutions are given below.

Black moves 1st a)..... **b1=N 1)h7 Nd2 2) h8=Q Nf3 3) Qh7** ch.mate

b) ..... **b1=B 1) Na8 Kd5 2) Kb5 Bf5 3) Nc7** ch.mate

c)..... **b1 = R 1) Nd5 Re1 2)Nb4 Re3 3)Nd2** ch.mate

d)..... **b1=Q 1)h7Qd3 2)h8=Q Qf3 3) Qd4** ch.mate.

The speciality of Chess is that the Black pawn gets promoted as Q,R,B & N helping White and gets mated in 3 moves. So far every body thought it is not possible to compose a problem with same first key move and mate in 3 moves and Alain White Rothen Borg proved them wrong by this gem of a composition for which he received great praise from all.

Self Mate

Now we go to a different topic using Maxi Self Mate theme. Here white tries to get mated by its own moves helping Black in many ways - but not Black. **White moves first. Here the diagonal moves are longer than horizontal or vertical moves in distance not squares! (in Maxi).**

P.L. Rothen Borg published one Self mate problem in Chess Correspondent 1941 and showed white getting self ch.mated in 4 solutions. This raises our old doubts where we consider chess game as an **Art, science or an entertainer and one's wonder stuck** to accept such a complicated composition

inthe arena of Chess problems!!

P.L. Rothen Berg Chess Correspondent 1941

Maxi Self Mates in 4 moves

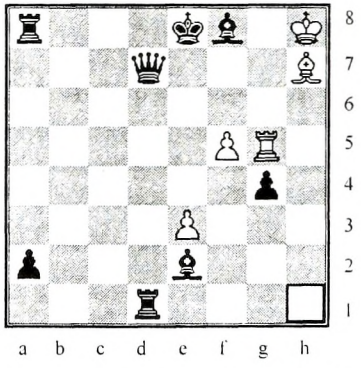
Example : Black Ke8, Qd7, Ra8, Rd1, Bc2, Bf8 - (6)

pawns : a2, g4 - (2)

White : Kh8, Rg5, Bh7 - (3) pawns at e3, f5 - (2)

White moves first a) Rg8 0-0-0 2)e4 Ba3 3)Rf8 Bxf8 4)Kg8 Ba3 dis ch.mate.

b) 1. Rg8 Ra3 2) f6 Bxh7 3)



Whites Key move is only four ways to defeat Black Whites Game

e4 Rh3 4)e5 Bb1ch.mate.

c) Rg8 Qd2 2) Rxf8ch. Kd7 3)e4 Qh6 4) Rd8ch. Rxd8 ch.mate.

d) 1. Rg8 Rd6 2) Bg6+ Rxg6 3) Rxg6 Ba3 4) Rd6! 0-0-0 ch.mate.

Black or White to win the game in specific no. of moves but need not mate

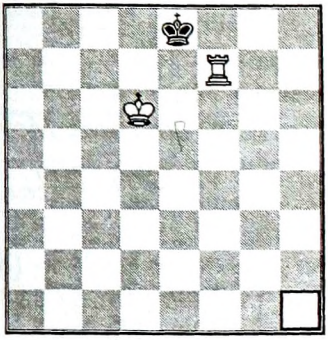
The Last Category is a typical position where Black or white is asked to win the game in specifeid no. of moves.It is not necessary to ch.mate but obtain extra material or Positional advantage and the other resigns as there is no chance of winning and continuing the game is a waste of time.

Like this, Chess has grown as an Art, Science and also an entertainer giving a thrill to the solver. We get brightness in the Science of Chess only when we patronize the game and popularise it in the families and houses.

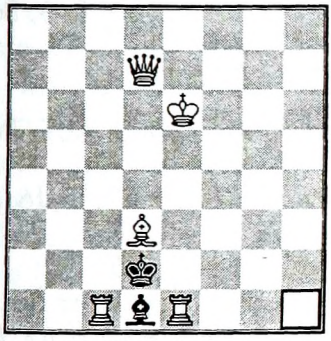
Here we must remember two composers solvers of India who kept the topic of Problems in Chess a live. They are C.G. Narayan of Hindu Paper and S.Balasubramanyam of B.H.U., Varanasi.

8.2 Assignments

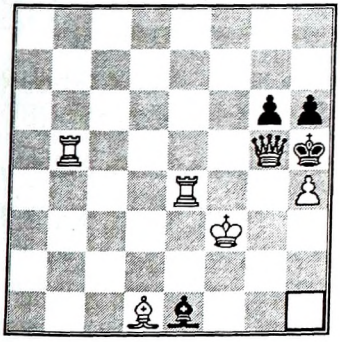
Problem No. 1 (Mate in Two)



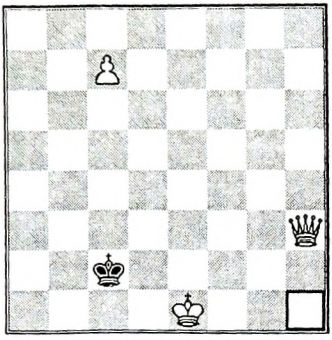
Problem No. 2 (Mate in Two)



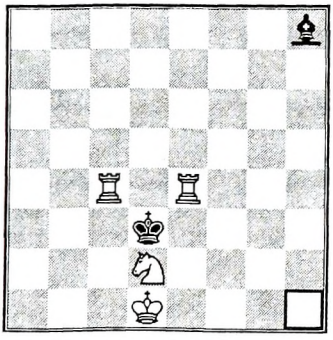
Problem No. 3 (Mate in Two)



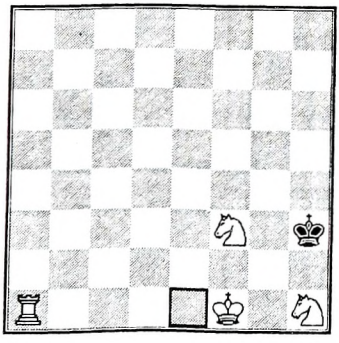
Problem No.4 W.A.Shinkman Mate in 3



Problem No.5 W.A.Shinkman Mate in 3



Problem No.6 A.Sokolosky Mate in 3



Problem No. 7.
White to play and win
White : Kh4, Qa3, Ne6
Black : Kh7, Qb8

Problem No. 8
(In memory of R.C. Williams)
White Mate in Two Moves
White : Ka6, Qh6, Ra4, Rd1, Bb1, Ba3, Nb4, Ng6 - (8)
Pawns : a2, b2, b3, c6, f2 -(5)

Black : Kc5, Bd2, Na7, Ne8 - (4)
Pawns : c7, e6, f5 - (3)

Problem No. 9
White Mate in Two Moves
White : Ka3, Qc6, Bf5 - (3)
Pawns : nil

Black : Ka1 - (1)
Pawns : b3, c4, d5 - (3)

Problem No. 10
Mate in Three Moves

White : Kd3, Qf7, Nc7, Rb1-(4)

Black : Ke5 - (1)

Problem No. 11
White Mate in Two Moves

White : Ke6, Qd8, Rb3, Nd4 - (4)

Black : Kc4 - (1)
Pawns : c5, c6, h6 - (4)

Problem No. 12
White Mate in Two Moves

White : Kd2, Qh1, Bg4, Nf5, Nb4 - (5)

Black : Kd2, Bd1 - (2)
Pawns : e2 - (1)

Problem No. 13
White Mate in Two Moves

White : Kb3, Rb2, Be4, Ba5 - (4)

Black : Kd1, Nh3 - (2)
Pawns : g4 - (1)

Problem No. 14
White Mate in Three Moves

White : Ka1, Qb1, Bg2, Nh3 - (4)

Black : Ke1, Bd1, Nc8 - (3)
Pawns : d2, e2, f5, g7 - (4)

Problem No. 15
Helpmate

White : Kb5, Qb6, Re6, Ba8, Bh6 - (5)
Pawns : f4 - (1)

Black : Ke3, Qa3, Rb7, Rd4, Be5, Bg8, Nb8 - (7)
Pawns : d2, d3, e2, f5, f6, g3, g4 - (7)

Problem No. 16
British Problem Chess Society
Brian Harley Award for Best Two moves : 1991-92
Award winner C.G.S. Narayanan (India)

White : Ka2, Qg7, Rb6, Rc4, Bb3, Bc3, Nc2, Ng5 - (8)

Pawns : b5, c5, f4 - (3)

Black : Kd5, Qe8, Ra8, Rh6, Nf5 - (5)

Pawns : a5, e3 - (2)

(For solutions see page no.229)

9 Chess is an Entertaining Game

9.0 Chess as an Entertainer

Chess is a strange game, an easy and entertaining one. But some experts describe it as a tough game. Though it is not so, the expert wants to show his prowess in tournament and make it look tough when they meet another expert.

When you have learnt the game thoroughly and played sharply this game of chess comes out as an entertainment. When you have played the moves and conducted the game as much as a master and achieved the result there is a joy which has to be felt by him only not others and trying to play like a master brings pressure on you. There will not be tension when you played your moves and achieved the result you wanted; there is thrill, no tensions or pressure irrespective of whether you won or lost the game. Decide whether the game at that stage gave you satisfaction then leave it there as you planned, thought of moves to play and then played the moves. That is enough for one to get joy from the game. Winning or losing is a secondary point.

In such cases only chess is very attractive and enjoyable.

This game has been born several years back. Played by many for several years and enjoyed playing it. Otherwise the game would have perished long back. If it is still alive and survived it is not because of these experts and Grand Masters. If you

search an attic in some houses you may come across an old Chess Board and Chess Pieces.

Now these tournaments, with Rules and New Rubbish conditions have not been able to drive these common people who play the game for entertainment. These organisers with their technical terms for showing off their talents hastily tightened the rules and procedures and kept all these Chess lovers away from the game.

The International system of the game has come to India to drive out the National Game. It has made it mandatary to follow the International System for entering the International arena, besides driving out the game from our houses and families during the last two decades.

If chess has to be patronized by the people it is imperative that the game is played in one's own drawing rooms where the elders families and children participate and not in **rented** premises & halls.

For enjoying this game there are several instances when masters play with an average player or a lover of chess game.

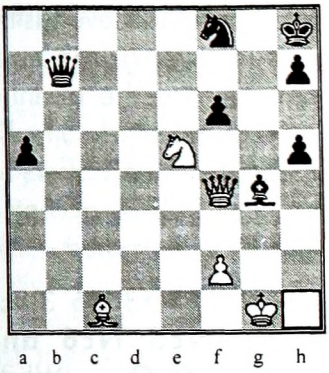
During this game below, we take you to the thrills and joyous nature of the average player who thinks that master has played a blunder and accepts the offer and exhibits his joy like a child who reacts in such situations and plays his part in the drama as an actor and exhibits all his emotions.

The game shown below is one where a master played against an average chess player. Sometimes we see the average chess player scores a win occasionally.

This group namely the average players show themselves as kids and get excited! Why? **They assume that the master has blundered in offering a piece and go with ecstacy.** Sadly they are not aware that

the master has deliberately offered a queen or a major piece as a sacrifice to trap this fellow knowing fully well he

Expert / Chess Player



White 1.Qf6

will accept it and the fellow accepts it and loses the game all in a moment. The spectators have seen it and knew the game is lost. But the poor fellow drowned in his excitement takes time to realise the truth. Let us go ahead with the board and moves.

Deployment of pieces

White : Kg1, Qf4, Bc1, Ne5 - (4) Pawn f2 (1) total (5)

Black : Kh8, Qb7, Bg4, Nf8(4) Pawns a5, f6, h5, h7 (4)

The game :

1. Qxf6 ch. Kg8 (The king moved correctly as he knew that if Qg7 white attacks the king by (2.Nf7ch. and then Kg8) 3.Nh6+ Kh8 4) Bb2! Ne6 5) Qf7 and there will Qg8+ch.mate) After planning like this he played the simple move.

2) Bb2 Bh3 (Black tries to mate the white king by his next move Qg7 ch.mate) But as the master play appears to be losing.

3) Qh8 powerful move. **Kxh8** and assuming that White has thus lost the Queen and the game as well he gobbled the Queen with the King. The master pretends to withdraw his move and dramatically tries to pullout his queen from the fellow and he refusing to give it back very stubbornly all this went off as in a drama. He runs around the hall with the queen in hand While the master running after him requests him humbly to give back his Queen confuses the spectators.

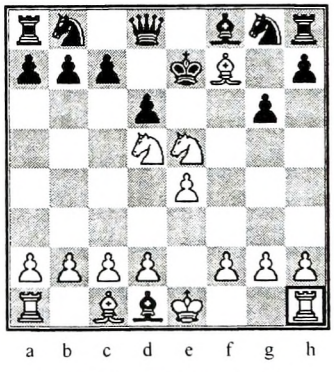
Thus the master pretending to accept the loss of game plays his last move silently.

4) Nf7 double ch. with opening Bishop line also Black moves his king to Kg8.

5) ***Nh6 ch.mate the Joy and its thrill has to be enjoyed by one self there but cannot be described.***

Legal Mate

When we remember the old masters and miniature games, the lovers of chess usually recall the "evergreen" **"Legal Mate" Legal has nothing to do with law or court lawers** but is the name of teacher & coach of the famous chess expert Phildorf by name St. Bray with whom the game was played in 1750 in **PARIS** by **Sire de Legal.** In this miniature where the king was mated in 7 moves is unforgettable and everlasting because the game was finished before the opening stage is completed. Sire De Legal sacrifices and offers his Queen and St.Bray accepts it and the King is mated.



White 7. Nd5check.

1) e4 e5 2) Nf3 d6 3)Bc4 Bg4 4) 4Nc3 Nc6 and 5)Nxe5 BxQ (White deliberates take the e5 pawn with Ne5 Black kills the Queen with his Bishop) **6) Bxf7+ Ke7 7) Nd5 ch.mate.**

We do not generally come across a fool who sacrificis his queen, but another fool accepts it and gets mated.

Deployment of pieces

White : Ke1, Ra1, Rh1, Bf7, Bc1, Nd5, Ne5 - (7)
pawns : a2, b2, c2, d2, e4, f2, g2, h2 - (8)

Black : Ke7, Qd8, Ra8, Rh8, Bd1, Bf8, Nb8, Ng8 - (8)
Pawns : a7, b7, c7, d6, g6, h7 - (6)

Announcing before hand that a mate will be made in six or some specific no. of moves is another fascinating feature which livens the game of chess.

Some people treat chess as some disgusting game and look down on it. As the same time some people think it is a very difficult game fit for intellectuals only. There is a false opinion in circulation that the game is still alive because of the experts only otherwise it would have gone to oblivion like Sanskrit language.

Infact, it is only the chess lovers and ordinary average club players who are giving life to the game for its popularity and patronized by people. They may not play the game but as spectators they know what is a good game and what is enjoyable. These amateurs are responsible for keeping it lively. In earlier days importance was given to fame rather than money and participation in tournaments though the prize money was low even for the 1st prize. But these days these experts, International masters & Grand Masters care less for fame than how much money they will get in Dollars, Pounds or Rubles, irrespective of whether it is a World Championship or Olympic game. There are many who ask "Ok, how much do you Pay" for participation. It is high time we isolate these people and encourage Chess after diverting these financial breeds from Money to fame.

World Chess Champions are professionals atleast even today highlight, the game may become popular and result in the birth of new trends. Editors are not attracted by games of Kasparov or Karpov and print them in the papers, because readers feel they are down right boring as they play for a draw and without thrill in attacking. They draw the games and get into the Prize List and get cash.

If we carefully see we do not find any new variation or opening going by their names, say whether it is Kasparov or Karpov or Anand. The same old

openings have survived and no new openings were discovered during these 30 years. Only the games of stalwarts like Tall, Fischer or Capaplanca are seen in papers and books. These were great men who gave importance more to fame than money and because of this have retained their place in the history of chess.

The credit for driving this game from the houses is claimed by the present day people and Brothers are not seen playing the game in their houses where grand father and grandson engage themselves in this game. You get a chance to play only when you enter a tournament. Entry fee and spending money in cities for stay and board for participation in a tournaments are reflecting on the people and their parents who take their children to participate in events for children have to undergo many inconviences.

The situation is such that we have to wonder whether we can see the game played at all. Only those whose talent is seen are able to play but the poor players and even talented have no chance because it has become costly to meet the above expenses.

Keep the Game with in reach of all

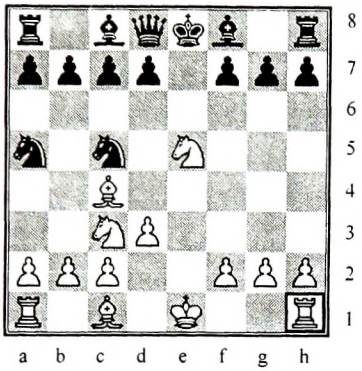
To keep the game in the houses it is necessary that there are limits in prize money, incentives and prizes. Players get nothing but the money goes to Hotels etc. So the entry fee is very high now-a-days. It is similar to the expenses on marriages going sky high and nothing to the Bride or Groom and the parents going to courts and mortgaging their property for the sake of meeting marriage expenses in India. Kasparov made the prize mony an issue and rebelled against the FIDE forming a seperate association going under the name of Grand Masters Chess Association. Now-a-days there are two organisations in chess GCA later called as PCA Professional Chess Association and FIDE. **It is a very ammusing feature**

while we say our Motto is "Gens una Sumus". How far is it true???

There is a Proverb "Yadha Raja thadha Praja" People are as good as the Raja. **The people get their king they deserve.** If the King is good the people are good. Moreover in other words we may say the people get the government they deserve.

So this example of bifurcation of FIDE has gone down to National Associations like AICF of India., Some time back, about to go to courts while state Associations have already given precedents of going to court. It is a sad situation and players benefit only when we eschew this mentality and try to get back the game to its place in houses and the country.

To entertain the spectators some players play removing their Queen or pieces and win the game. We see below such an effort of the game Potter against a chess lover.



White 6. d3 Ne5

Removing the Queen and Played game London 1870

White : **Potter** - Ke1 (Q removed from board)

Ra1, Rh1, Bc1, Bc4, Nc3, Ne5-(7)

Pawns : a2, b2, c2, d3, f2, g2, h2 - (7)

Blacks Chess Lover : Ke8, Qd8, Ra8, Rh8, Bc8, Bf8, Ne5, Na5 - (8)

Pawns : a7, b7, c7, d7, f7, g7, h7 - (7)

In this game Potter has removed his Queen. **Removing Queen is a speciality. But announcing mate in 6 moves is a rarity.**

1)e4 e5 2) Nf3 Nc6

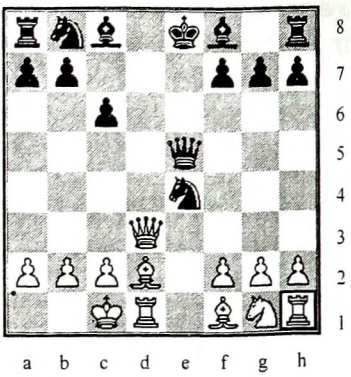
3)Bc4 Nf6 4)Nc3 Na5 5)Nxe5 Ne4 6)d3 Nc5 (see the figure Potter announced mate in 9 moves to the spectators and did so from the move)

7) Bxf7 Ke7 8) Bg5+ Kd6 9)Nb5+ Kxe5 10)f4+ Kf5 11)Nd4+ Kg4 12) h3+ Kg3 13) Ne2+ Kxg2 14)Bd5+ Ne4 15) Be4 check and mate.

From the above you see that the king was driven out of its base e8 travelled through the centre and the flank and arrived near the castled king of white and got mated in g2 square. White played without the Queen and also won.

As one more small present to the readers we give you the game between the great Tartakovar who goes by the name of "Walking encyclopaedia" and is a synonym for memory power. His play against another expert Reti in 1910 in a miniature made a shocking surprising move sacrificing his Queen and mated Tartakover in just under 2 moves.

Rati / Tartakover 1910



White sacs its Queen at Qd8 and then mates in 2 moves

White : Reti

Black : Tartakovar

1) e4 c6 2)d4 d5 3) Nc3 dxe4 4) Nxe4 Nf6 5) Qd3 e5 6) dxe5 Qa5+ 7) Bd2 Qxe5 8)0-0-0 Nxe4 9) Qd8ch.

Q to d8 and the king is forced to kill it **Kxd8 10 Bg5+** Doublecheck and mate in 2 moves as below.

1) 10... **Kc7 1 Bd8 Ch.mate.**

2) If 10..... **Ke8 1 Rd8** ch.mate.

This miniature will attract any chess lover because it is beyond imagination when one Sacrifices his Queen in the middle game and mates.

10 FIDE Organisation

10.0 "GENS UNA SUMUS" meaning "We are One Family" - Really??

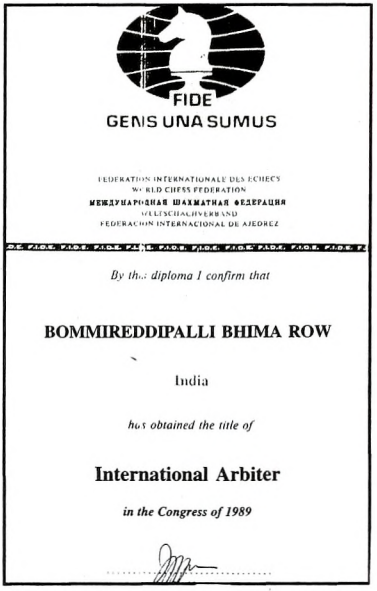
Chess is a strange game, an easy and entertaining one. But some experts describe it as a tough game. Though it is not so the expert wants to show his prowess in tournament and make it look tough when they meet another expert.

The World Body of Chess namely Federation International Des Echecs, the first letter of this organisation are combined to briefly indentity it as FIDE and is in great use and known to all. FIDE first proposed and announced its motto as "GENS UNA SUMUS" which means we all belong to one family, Really? Circumstance in which this organisation has been by passed by Gary Kasparov and his Grand Masters Chess Association and Later changed to Professional Chess Association do not subscribe to the motto as the affairs of Chess are adiministered by 2 associations and we have 2 World Champions recognised one by FIDE and the other by PCA or CCA. It is an entirely different matter that efforts are in progress to .. than how far it succeeds is any body's Guess and the question "Are we really one family? lingers on!

The FIDE organisation has brought sanity in the erst while Chess Championships selected by the Title holder choosing his opponent depriving the really capable players of a chance. With Regular tournaments Chess had seen a no. of great chess masters like Bobby Fischer, Kasparov, Karpov and

Anand.

Karpov did not play and win against Bobby Fischer who failed to defend


FIDE

GENS UNA SUMUS

FEDERATION INTERNATIONALE DES ECHECS
WORLD CHESS FEDERATION
МЕЖДУНАРОДНАЯ ШАХМАТНАЯ ФЕДЕРАЦИЯ
WELTSCHACHVERBAND
FEDERACION INTERNACIONAL DE AJEDREZ

By this diploma I confirm that

BOMMIREDDIPALLI BHIMA ROW

India

has obtained the title of

International Arbiter

in the Congress of 1989

FIDE International Arbitor Title Certificate

his title unless some important changes were made in the rules of the championship. He felt that the defending Champion should show his prowess by wins over the challenger. The rules say the defending champion retains the title if he remains undefeated. Hence the draws became important and indirectly the title holder was retaining the title by drawing all games.

Karpov got the title in 1975 without a game in a platter but retained it for a decade until Kasporov's (12 years his junior) arrival as challenger. 1975-1985, after 3 matches in more than one year of rivalry and not on talking terms.

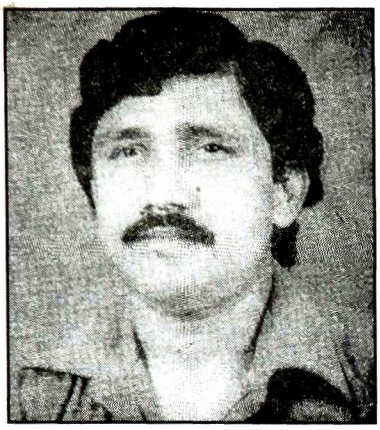
Kasparov defeated Karpov in 1985 and retained the title before he created the Grand Master Chess Association which later changed to Professional Chess Association. He did not defend his title but played the World title match with Nigel Short under the new banner. Now we have two World Champions one of GCA another Karpov of FIDE.

This started creating Vertical Cleavage in National Chess Associations also. AICF had been able to abort the division though it went to court and settled outside by the

FIDE President

Kirsan Ilyamzhinov

FIDE Vice President AICF Secretary



Ummer Khoya

warring parties. This as said, brought in division in State Association and District Associations in India. One great exmple is that the Hyderabad Chess Association divided itself into 3 and is in court. Same with some of the cities like Visakhapatnam A.P. also is in court. Some adhoc group of people are carrying on the work of holding tournaments recognised by AICF and some by State Associations. differences reflected on the players and they were in confusion.

While Karpov stuck to FIDE faithfully new factors have cropped up that some established players like Anand etc have agreed to play in the title tournaments held by CCA and also FIDE. This is not worthy of apporeciation as big players are exempted when the rules are defied but AICF is very hard on smaller fries who represented different groups in the State or districts.

A few grand masters like Kasparov, Karpov and Anand get fabulous offers for participation in title tournaments. But most important is the value of the

title itself. But the importance of title is diluted because of the prize money and one pressing FIDE to bend and accept the Conditions laid by CCA or PCA.

The result was nobody came forward to hold title tournaments as sponsors and both experienced the Paucity of funds to run the organisation.

When the FIDE became weak and unable to find sponsors for the World title Championshop, defending Champion Karpov did not come up enthusiastically because Kasparov was considerd a superior player but he is not in FIDE.

The present FIDE president 31 year old Kirsan Ilyamzhinov, who is also the first president of the Kaushika republic and patron of game came to the rescue of FIDE and saved the organisation from its disaster to one of activity. He started supporting FIDE by financing from his **personal funds.** In 1994 he was elected as FIDE president and enabled the organisation to stand on its legs and made efforts to get together the 2 factions and was successful in holding the world title championship events.

FIDE hits Back at the Big Ks.

The young president accused the Russian Grand Masters of seeking to dictate their conditions "to the World of chess". FIDE has put rules in place accepted by 159 countries and several run their players. He said "3 players have decided not to follow them and put their present personal interests above the games interest of FIDE and millions of the players.

Acknowledging their earlier division, the 3 champions said "they had joined together to defend the status and heritage of the game we love. They lashed at FIDE's proposals to schedule the championships at the same time as International tournaments

and to change the rules governing the amount of time in which players are to complete their games.

In 2002, youngest 18 years old Panamarov of Russia won the title. He won over **Vassily evanchuk** whom we know defeated Anand earlior. Attempts are made to have a combined unified match between Kasparov & Panamarov. Karpov has declined in 1999 to participate and defend his tile in this but Vladmir Kramnik was expected to play an active part though his claim for the title which is held by Anand was not recognised. So our Viswanath has no chance to play for the World Title for 3 years. Anand who settled in Spain had to reconsider his stay there and return to India.

FIDE awards 3 titles

1. International Grand Master Title for Men & Women (G.M. or W.G.M.)

2. International Masters Titles for Men & Women - I.M. (W.I.M.)

3. International Arbitor I.A.

The first two titles are offered after the participants obtain atleast 80% of the possible points in a 11 round title tournament of Grand Masters not once but 3 times and obtain a rating of 2500 ELO points.

Likewise for International Master Title the player must have 2400 ELO points and obtain 66 2/3% points of possible points in a title tournament as per FIDE rules. This he should repeat 3 times to earn the title.

Our young Pendyala Harikrishna of A.P. has been able to get the G.M. Title. Vijayalakshmi Subramanyam became the first women Grand Master in India. The young Koneru Humpy alone of A.P. also got the GM title amongst women and later Men and hence even won tournaments where several Grand Masters from outside the country participated.

The International

Arbitor title is given to those who have a thorough knowledge of rules of the game and are able to enforce them without fear or favour. They are to conduct international title matches as per the FIDE rules. They are given to those who have a fair knowledge of the game and should have conducted or participated as a deputy Arbitor in atleast 3 tournaments. Many have recognised National A and B tournaments as qualitying title games for becoming Arbitor and should have conducted a no. of tournaments as Chief Arbitor at the state level tournaments and all India Open Championships held by Private affiliate organisations also. They are to know 4 langauges spoken or atleast 2 in writing also.

The International Ratings

Professor ELO of America brought this rating system in sports. Ratings are in use in Football and other games. This system can evaluate the level of play by giving him rating points and theory of probabality is able to evaluate and profess what the player is or was capable of and not only in future what his performence could be.

This is brought into effect in 1960 in U.S. Chess Association but later in 1970 September in the tour of Siger decided to award titles specifying the Rating points and other related rules for the award of International Titles GM & IM.

Professor ELO has defined his system in detail in the **swiss paper chess ex press no. 415,** in 1971 and the same was published in the German paper **scotch** - ELO **No.4,1972by Dr Cherubin.**

Those days there were two systems in use. One is British Chess federations BCF rating and the new FIDE Ratings were parallel in use.

Sri Richard Clarke has shown the way for using both ratings in use. The Russians, European and Americans had come to an agreement to accept the system as binding.

The ELO, BCF ratings are inter related as below

1RL (fig) = 8 x BCF - 600

or BCF = (1RL fig +600)/8

.....

1 NGO = 280 - GCF (fig)

For GM level of 2500

= BCF rating of 257

For IM level of 2400

= BCF rating of 207

IRL means the ratings are started at 2200 for men and as 2000 for women. Now it is changed to 2000 for men & women also. This International Ratings list is published once in Six months and revised depending on the performance of the player in matches during the Six months while the B.C.F. rating is not revised as above.

Below we give a table to find out the expected performance of 2 players whose rating difference is known and what % of points for possible points depending the no. of records in the tournament.

Table for expected no. of points depending on the rating

Difference in Players

Rating diff.	Higher Rated	Lower Rated
0-3	50%	50%
47-53	57%	43%
107-113	65%	35%
189-197	75%	25%
236-245	80%	20%
358-374	90%	10%
above 735	100%	0%

Anand's rating is known as more than 2800 and our senior girls are in the 2050 range. If Anand plays with the the Rating differe. between Anand and the Girls is more than 735 there is no chance for the girls to win over him and he should be able to win all the games.

Average Rating in a tournament

Likewise the level of the tournament is evaluated on the average rating of players participating. This is obtained by adding the ratings of all participants and dividing it by the no. of participants. So this figure can

be used on how many points he can get by seeing the difference in his rating and the Average rating of the tournament.

Classification or Level of Tournaments

The level of the tournament depends on the ratings of players. The level is decided as per the average rating of the tournament and the no. of points one should get for getting a norm for the titles IM or GM.

(Table)

Avg. Rat.	Catg. Tourn.	Expected Results % GM	IM
2251-2275	1	-	76%
2276-2300	2		73%
2401-2435	7	76%	57%
2501-2525	11	64%	43%
2626-2650	16	47%	
Super GM above 2800	19	as Anand, Kasporov Karpov etc.	

10.1 Conduct of FIDE Tournaments

The FIDE organisation has grown tall and is able to conduct Regional, Continental & World Championship tournaments and specially introducing the age group (8-19 year) childrens World Titles. India has won a few titles: Asian Titles and World Titles also. Pendyala Harikrishna & Koneru Humpy age group under 10, under 12 and under 14 age group titles and also Junior World Championship in Chess. But we should know the procedures and details of how they are conducted and how the results are declared when 2 or more players had equal points and how the prize money is distributed and finally the ranking of players decided.

1. Knock Out System : For reaching the Quarter finals, semi finals and finals the no.

of matches to be played is obtained by the Square root of no. of players and the rounds are decided. When the ranks and no. of Prizes is 3 the no. of matches are increased by +3.

2. Swiss League System : If the no. of Participates is more than 50 this system is in use. The Basis for this system is that players of equal points play each other and get alternate colours in every round. Either equal points (a difference in ELO of not more than 100 points) are observed when pairing. In the end the progressive score is taken after all rounds are played.

Some times the scores obtained by some players are equal after the last round. To obtain the ranks and grade them several criteria were used earlier.

1. Median Score
2. Solkoloff System
3. Sonnan Berger System
4. More Wins.
5. The result of the match played between them.
6. Those who scored more points with Black colour
7. Toss (Finally) of Coin.

Finally if after all the above criteria is approached and still the scores are equal the toss of a coin decides who is 1st or Second. This is called the tie breaking method as above. But these rules like **no.of rounds as the tie breaking rules are announced before the tournament starts and not after wards.**

When the progressive Score is equal, the points earned in the first round are grouped 1, 1/2 or 0. Even then if equal the second round score obtained to reach the tie break. If after appying all the above methods the scores of individuals remain equal then toss of a coin decides who is the winner.

Now none of the above is applicable and they go by the progressive score. The progressive score means

that in each round your result is noted and you gain points 1, 1/2, or 0 and the final score after the round is given and the these are added to get the progressive score after each round for the tie break rule.

Pairing System

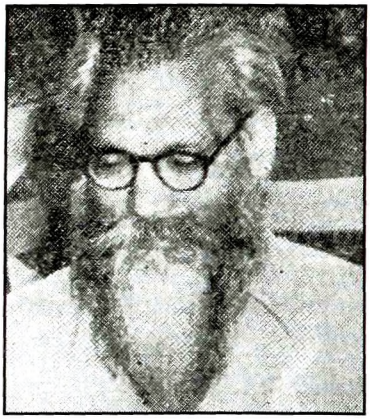
There are specific methods for pairing players for each row.

In the first round we have to decide who plays with whom. This depends onthe rating of players and also taking into account his recent accomplishments and they are ranked or called seeded players. If there are 40 players First 20 ranks are those who have either higher rating or their recent performances; the next 20 are also ranked and played as below. **After pairing as below there is a toss given which group plays white**

1	21	etc and the colour changes as you go below for 1st rank to 20th rank.
22	2	
3	23	
24	4	
and...		
39	29	

Verma System of Pairing

There is a habit amongst players from the same association or country offering when paired draw or win deliberately so that one from his country or Association goes into the Prize list or rank. To avoid this chance. Mr. Verma I.G. of CRPF (RAW) in 1984



Verma (C.R.P.F.) A.I.C.F. Ex-President

intimated his system. Here the players of the same Association or country meet in early rounds and there is no scope of adjustment of unsporting scores.

A list is made as a group of players for same country or Association and

are asked to pick their no. in a group. This avoids the pairing of players for some associations / Country meeting in the last rounds but in the early rounds as far as possible. It is a different matter if two players of the same association or country come to meet each other in the last round because of their performance.

The Present day Format of the World Championship Rules

Format : There may be about 100 players but 72 go out of the tournament in the Knock out system & the second round 36 are available. These 36 are mixed with 28 seeded players totalling 64 in all. The first 72 are those who came from the Zonal System of qualifying tournaments.

Time Control : For 40 moves 100 minutes are allowed and for further 20 moves 50 minutes are allowed. If still the game did not end they have to finish the game in 10 minutes. To these 10 minutes 30 seconds are added for each move.

It not finished. Yet, they have to play next day 2 games and finish in 25 minutes each plus 30 seconds added for each move. If still not decided they play 2 games of 15 minutes each plus 10 seconds added to each move.

If still not resolved they play a **Blitz** game of white getting 4 minutes and Black 5 minutes plus 10 seconds added for each move. If still no result white is given 6 minutes and Black 4 minutes and White must win. If not Black is declared winner.

First AICF National Champion
RB Sapre

In the 14th World Championship held in 1999 the prize money was 3 millions and was completed in 30 days. The Winner got 660,000 Dollars, on 29th August 1999. Kaliffmen won the tournament and became the World Champion. But Big players like Kasparov, Karpov or Anand did not play.

10.2 Pairing in Round Robin System

In Round Robin System all play all. Normally only 20 players take part and if more than 50, the swiss league system applies. In the knock out system we know that one gets eliminated in the first round itself and all depends on your luck that two good players meet and one often loses and has no chance after that day.

In the **round robin** all play all and you know with whom you are playing next round and with What colour as per the tables and for pairing. If the players are 100 or more they go out for knock out system and shorten the period of the game. In the Knock out you may get a weak player and win and go to the next round due to bad luck you meet a strong player your participation ends then & there. The swiss league and Round Robin Systems give an opportunity for each player to find his form and win points and go ahead of others inspite of preliminary losses.

The present day World Championship has brought out the Knock out System also. There also the "rapid chess" system of 15 minutes and 30 miniutes games have made an entry. Blitz game also came into effect when the result is not clear; thereafter the game has to end in 5 minutes.

Pairing in Round Robin System

In this System the colour of the players changes every round. Also one should

not get same colour in consequent rounds more than twice. We give here for the sake of small clubs or groups in apartments could play a tournament in Round Robin System when the participants are about 7. Here each player must play with the rest of the 6 players and the colour he gets has to change in every round.

The procedure is we give a number for all players by lots. Then write the numbers vertically as shown below.

Round 1

W	B
1	7
2	6
3	5
4	Bye

Round 2

Here the last no. 5 who played with Black in the coloumn has to play with White against no. 1 Black and write the other nos. as shown has to play with the Bye.

W	B
5	4
6	3
7	2
Bye	1

Round 3

W	B
2	1
3	7
4	6
5	bye

Round 4

1	2	3	4	5	6	7
1-7	5-4	2-1	6-5	3-2	7-6	4-3
2-6	6-3	3-7	7-4	4-1	1-5	5-2
3-5	7-2	4-6	1-3	5-7	2-4	6-1
4Bye	1 Bye	5Bye	2Bye	6Bye	3Bye	7Bye

Here Bye is given Black in the first round and next round it changes to White. Bye gets 1/2 or 1 point as they may decide.

If you have even nos of players i.e. 8 No. 8 is written inthe place of Bye and play like this.

In round 1, 8 plays with Black with 4

In round 2, 8 plays with White with 1

In round 3, 8 plays with Black with 5

In round 4, 8 plays with White with 2

In round 5, 8 plays with Black with 6

In round 6, 8 plays with White with 3

In round 7, 8 plays with Black with 7

When the players are even no Write the table with one less as with 7. The no that is removed is writen in the place of Bye as shown above.

You can create tables yourself for even no. or base no. of players as above. You are doing the main job of an arbitor. So begin doing it now and prepare yourself in future to become an Arbitor after studying rules of the game. Nowadays computers are able to do the pairing.

10.3 Pairing in Swiss Leagure System

The following rules apply to Swiss league.

1. No player should play with another twice and pairing avoided.

2. Each player must be paired with another who has the equal points in rated tournaments. Otherwise not more than 100 ELO points difference as far as possible. The principle here is that we avoid a strong player playing against a weaker player.

3. As far as possible each player must get alternate colours in each round in 6 rounds he has to play with white 3 rounds and 3 in Black.

4. The color of Players will be changed in every round. But sometimes it may not be possible. In such a case same colour could be given in 2 rounds consecutively but not more than 3 except in the last 3 rounds. When the colour is given twice in consecutive rounds, the Arbitor tries to equalise the colours in every even no. of rounds, but in the last 3 round it may not be possible to equalise and one may have to play the last 3 rounds with the same colour.

That's why Arbitors prefer total no.of players be odd not even. Otherwise it so happens that he is forced to

repeat the colour for one who has already got same colour in the consecutive rounds.

Seeding before lots

In the first round, Lots are taken and players are paired. In case ratings are known pairing is done between equally rated players. Sometimes it is not possible to know the rating of all players. So the Arbitor takes into consideration the performances of the playes in recent years if ranked in state Chanpionships or won some tournament or figured in the prize list etc. He gives an evaluated rating (approx.) as he thinks fit to them who have no rating and pairing done. Nowadays there is software for pairing. But sometimes there may be mistakes in feeding or working of the software or the computer itself. **The Arbitor must be careful not to go by the computer alone but check up manually also as in an approx. way that pairing is going on correctly as we do when we use calculators.** We check whether the figure is correct in 100s and 1000 etc. Manually adding nos.

Rule No. 5 : Sometimes all games are not over but few adjourned. So he has to wait for the results to pair. Somtimes it may not be possible because the game adjourned could not be played or still continuing and he has no time to wait for the result. In such cases Arbitor has the discretion to award half a point to each and proceed with the pairing.

Rule No. 6 : At the end of the rounds some players might have got same colour in the 2 rounds. The Arbitor has the discretion to equalise as far as possible but if not possible he can give once more the same colour for the 3rd time.

Tie Breaking

1) The last column in the Score Sheet shows how many points he gets after each round and what is his score. If the Score became equal at the end of the last round they were taking the

median score for ranking or tie braking like this. From the total at the end, the score of the weakest player he played and the score of the strogest player is deducted and the Balance total figure is known as Median score and is used for ranking.

Sokoloff Score

The Sokoloff Score is the total of all points of the players with whom he has played. The idea is that between two players who got same points the one who played with strong players and got the same score, it is considered better than the one who played with weaker players and got the score.

Progressive Score

The Score card indicates in the last column your Score after taking the result in the round. If you won the score increases by one. If you lost it remains the same. A drawn game adds 1/2 point. For progressive score the points at each round are all added and the total at the end is known as progressive score. Unfortunately it has some loopholes when two players progressive scores are calculated those who lost in the preliminary round get less progressive scores than those who might have lost in later rounds. In such a case a result can be dubious. Specially in the case of 2 individuals who played in the preliminary ranks but got the same progressive scores, they are who lost to the other in their individual game get a higher figure and declared higher rank.

Sonen Berger System

In this system the points you get by winning is added but the score of players with whom you have drawn, only half of it is added to the first as they feel one who wins more games and draws less is stronger than the one who draws more games and wins less and also got equal points. This system comes into force for ranking purpose.

The Latest Swiss System

The latest system is Scientifically done without

using the arbitrary pairing of players by the Arbitor. So the pairing will be the same whether x,y or z did the pairing. Nowadays because of this, software is able to do the pairing in a matter of minutes depending on the feeds.

In this it is necessary to have the ratings. Otherwise the Arbitor gives an arbitrary rating to one whose performance recently is high and also past wins of tournaments or figuring in the prize list etc.

After this the players have ratings and hence are given ranking and seeded. If 40 people play 20 are seeded and the 1st rank player has to play with 21st ranked player and then no.2 with 22nd player etc. But toss is used to give the colour of white to the seeds or the unseeded group.

If the seeded gets white no. 1 will play white against 21st who plays Black and No. 2 will get Black and 22nd plays White etc. and vice versa if no.1 loses the toss he will play Black and 21 will play white etc.

When all the rounds are over players who scored same points are grouped.

Later the players who got 4 (say) points are grouped together and 3 1/2 points, 3 pts, 2 1/2 pts, 2 pts., 1 1/2 pts, 1 pts, 1/2 pts and 0 pts. are grouped similarly.

The middle group with 2 points are paired last. You begin pairing of those who are in 0 points, then if odd the last no will go to the 1/2 point group and pairing done amongst 1/2 point group. The same way go to 1 point and then 1 1/2 point and then you goto the top points group 4 then to 3 1/2 group or the 3 group. Here the lowest no. if odd in the group transfers to the lower points group and paired etc. Finally from 2 1/2 points groups the odd fellow lowest no. is transfered to middle group i.e. 2 points group and paired and colour matching is given importance mostly than equal points.

C-DOC GEMS

M.V.S. Ravichandra

S. Keerthi

K. Nikhil Kumar

K. Yoganandakuma

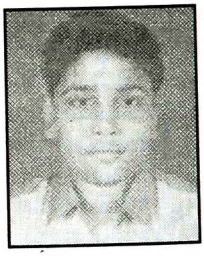
M. Vivek

K. Nikhilesh

B. Sitara(U-10)

Sambit

Amrutha



Swastik

11 Centre for Development of Chess (C-DOC)

This Institution was founded by the author B.Bhima Row (1927-2004) to intiate Children to Chess at an young age. During the 12 years at YMCA, Vizag conducting summer coaching camps, He has coached more than 1600 children below the age of 16. He was the founder of C-DOC and during 1986-96 he directed it at Visakhapatnam and in 1997 for Six months at Banglore as per the request of DRDO officials. It has finally shifted to Hyderabad in July 1997.

It was busy encouraging the game of Chess in twin cities of Hyderabad and Secunderabad and took up the 1999/2000 millenium "Chess awareness Project" with free coaching in schools & presenting a shield to the principal and staff of the Best School which encouraged the game and all praise to this non profit organisation.

In Visakhapatnam masters S. Keerthi, Ravichandra stood state 1st in Under-14 and under-12 as AP State Champions and participated in the National age group events.

Late G. Srinivasa Rao was recommended for coaching in Georgia high sports school at Tiblisi with the help and assistances of Sri Bhima Row in funds and Travel from Public and private & public organisations. After USSR bifurcated into several small states in a political up heaval he had to leave the sports school, Tiblisi, in the middle and return to Andhra (A.P) and became the State

Champion and won several open championships at vizag and elsewhere in the state. Similarly when Keshavananda Krishna stood first in State Under -14 and became the national champ was to take part in the World Childrens Chess Champioship at Parto Rico, CDOC and its Director helped him to go by contacting organisations and persons when the AICF and AP State associations failed to do so. CDOC succeded in its efforts.

Sathya Sai Vihar School, Bovenpally, Hyderabad was awarded the 2000 millennium shield. Principal Mrs. Minakshi Bakshi receiving it from Mrs. Padma Bhima Row. C.DOC - Chairman

They say behind the success of every person there is always a woman is true in his case and the organisation. Though not much interested in the game. Mrs. Padma Row was actively associated with the "2000 millennium Chess awareness" Programme has helped her husband in making it a success. She presented the 2000 millennium Chess Shield in this connection to Bovenpalli Satya Sai Vihar School as the Best School encouraging the game of Chess and also its principal Smt. Meenakshi Bakshi.

C-DOC has closely associated itself in Schools giving free coaching and made the game popular amongst students and also the teaching staff who were encouraged to learn how to coach and improve the game in their school including how to conduct tournaments. He had included Chess along with his social work and through the game activity the

society in general and no wonder the American Biographical Institute had awarded the Best Man of the Year 1999 and also the 2000 millenium Gold Medal of honour to him and established him in the proper place in the Chess Arena & the public.

Through the C-DOC he was able to run a 5 coloumn Chess Page in the local evening daily "Citizen" in English and later through Telugu Weekly magazines Chatimpu, Suprabhatam, Preethi etc. and it is creditable that he was able to write on chess in English and Telugu papers and magazines to make it popular amongst people. He was also seriously involved in bringing about a small reference book in Telugu "Chathuranga Sasthra Sangraham" a concise treatment of the science of chess. The book was widely read in the state with the appreciation of G.V.Subrahmanian Vice-Chancellor of Potti Sriramulu Telugu University & Madugula Naga Phani Sharma of Saraswathi Peetham who had given several Ashtavadhanams (somebody's lightning ability to compose instantly poems on request from audience on any topic and was the chairman with Cabinet rank in the Official Language Committee for Telugu) Mr.Row published articles in no. of Telugu Magazines, papers as a Freelance Journalist.

As Director of C-DOC, in serving the Chess column in English Daily "Citizen" of Hyderabad, Mr.Row mentioned Bobby Fischer as the Player of the 2000 millennium which was later endorsed by the Forum of World Chess players in electing & nominating Fischer as the 2000 millenium Player of Chess. It is taken as a credit for the C-DOC's views endorsed by so many.

We know of many coaching institutes in other places in India., but most of

them gave importance to money instead of the Developments for popularising the game in schools and public. Its receipt of appreciation of that as grateful in the helping hand have brought out the real character of the organisation which was running on low key.

In Hyderabad, in the 11th National Conference of Sports Psychology in March 1998 by the Osmania University Shri Row had the previlege of Presenting a paper under the title "grasping ability of a child - Chess players - a study" was well received by the sports authority conducting the conference as the first paper in their history for a paper on the game of Chess.

His Chess activities included "Simultanious display of Chess and blindfold exhibition of Chess in Public Libraries at Cuddapah and YMCA Visakhapatnam.

Following his serious illness & recovery in 2003 after publishing his Telugu Book "Chathuranga Sashtra Sangramham" it is learnt that he is almost ready to launch another book titled the "Inside Story of Chathurangam (Chess)" a reference book on concise treatment of Science of Chess in Einglish and also the general status of the game in public. Its struggles and justifications trials with its slogan "GENS UNA SUMUS" and the part played by Big players in undermining FIDE and its resurrection by Russia by Kirsan Ilyumzhinov and the skillful organisation of Chess in Asia by its Vice President Ummerkoya (of Calicut/ Kozhikode). AICF of India. Every organisation has its silver lining and besides the darker side also. FIDE and Chess Story are no exception to it. So the Inside Story of Chathurangam (Chess)" justifies the Title of the book. C-DOC now stands transferred to Ramakrishna Mission after Bhima Row's Voluntary transfer of the responsibility in 2004.

In Cuddapah Central Library Author Bhima Row giving Simultaneous with 40 Players and Blindfold exhibition

Cuddapah Dist. team consiting of Ramgopal, Ravi, Reddy, Khan, Krishna Murthy, Capt. Bhima Row, with the Interdisctrict Chess team Championships held in Cuddapah.

C-DOC committe members
BVK Kishore, B. Bhima Row, B. Padma Mahalakshmi, B. Mani

Sri Bhima Row receiving the ABI award of 1999 Man of the Year thro Lions Club President Chandra Mouli, Hyderabad.

12 Russia Vs Rest of the World - 2002

We know that the USSR is on top of the World in Chess and many of the World Champions are from Russia. Chess became a family game and it is learnt it is played there in Parks also. When one of the World Champions was asked "What is your plan now that you have won the title" He quickly replied that he will visit his place and play with the children of his place Compare this with our players who have obtained IM titles. They think too much of themselves and when one of the National Champions was asked to break his Journey from Bombay to Delhi at Ahmedabad he reacted "what will you pay me"? The reason for asking him to break his journey was, that he could play with the players at Ahmedabad so that they could benefit from his presence.

Most of the World Champions from Russia take a decision to play with students and School Children to give a boost to the game and may also advise them on their spirit about defects and how to correct themselves. They are also seen taking part in simultaneous games with public and lovers of the game of chess in Parks etc.

The first match to take place between USSR and the Rest of the World took place in Belgrade in 1970. The speciality of this was that Bobby Fischer has played for Rest of the World. But inspite of it USSR won it at Score 20.5 - 19.5 and again proved their supremacy in 1984 in London in the classical mode of session matches and won it with a score of 21-19.

Now USSR had a political upheaval and broke upto into several states and

there grew a suspicion that Russia may not be as storng as it was because the players might have left Russia. But Russians maintained that the upcoming youngsters Alexander Murozevich and Alexander Grischik are enough to dispel any doubts about Russian supremacy.

One more reason is that Anand has become the rapid Chess World Champion and the FIDE world Champion young Russian Panamarov of Ukraine will be playing against Russia.

Russia had the privilege of having the GMA World Champion Kasparov and FIDE ex World Champion Karpov and FIDE first World Champion (who played under new rules) Kaliffman, besides the ever green Kramnik who are all playing for Russia and hence they were confident that there need not be any doubts of Russia's Strength in beating the Rest of the World.

But fate has decided otherwise and Russia lost the match: Russia vs Rest ot the World Played during September 8th to 11th in 2002 by a Score of 48-52. Moreover Shirov from Spain with his 2690 ELO points obtained the maximum no. of grace points. The % of wins amongst the game points of Kasparov was only 4/10, the new FIDE champion 6/10 and Anand 5/9 the performances were viewed strangely compared to the level of anticipation from the general public and Chess Players.

The World is changing and the time of wheel is rotating fast no doubt. The sad part of all these is that Viswanath Anand has been deprived of the chance to play the World Championship. A suggestion gaining ground is that Panamarov may play against Kasparov for the unification of the two warring factions.. in the Chess arena. They may even squeeze in Kramnik to the process and he may get a chance though his win over Kasparov was not recognised

by FIDE. Anand has no activity at the high level for atleast 3 years and we hear he is planning to return to India and start coaching by establishing a Chess School. Yets that is what every chess veteran does when out of Campetition and Anand is no exception and India benefits by it no doubt!.

September 2002, 8th to 11th Russia Vs Rest of the World Players and their ratings in Kremlin Palace, Moscow

Russia

1. Gary Kasparov 2838 ELO
2. Vladmir Kramnik 2807
3. Anatoly Karpov 2687
4. Alexander Kaliffman 2690
5. Peter Svidler 2690
6. Eugeni Bareev 2726
7. Alexi Dreev 2676
8. Alexander Grischuk 2702
9. Alexander Morozevich 2716
10. Alexander Motilove 2634

Rest of the World

1. Viswanath Anand (Ind) 2755 ELO
2. Rusian Panamarov (Ukraine) 2743
3. Vasily Uvanchuk (Ukraine) 2711
4. Peter Leko (Hungary) 2722
5. Alexi Shirov (Spain) 2697
6. Boris Galfend (Israel) 2710
7. Nigel Short (Eng) 2682
8. Judith Polgar (Hungary) 2681
9. Timor Raja Bov (Azer Baizan) 2618

(Reserve Players)

Russia

a) Sergi Rublovisky 2675

b) Vadim greast Tapov 2673

Captain : Andri Selivanov

President, USSR chess Federation.

Rest of the World

a) Vladmir Acorpian (Armania) 2689

b) Juroj Azmaishvily (Georgia) 2676

Captain : Kirsan Ilyumzhinov, President FIDE.

Rest of the World beat Russia by 52-48 points

These matches were played on the double round Scheveningen System and hence each of the 10 players has to meet the opponents 10 players twice. In the second round they get the other colour. Finally it comes to playing 20 games. The time control for game is 25 minutes for each and an increase of 10 seconds for each move added. Total session is 4 hours.

Anand opined that this 4 hour session is no less shorter than the 7 hours session; is not more in the classical games. He added "I feel they are the same because I finish my games in 4 hours irrespective of, with whom I am playing . No problem !!"

In the Russian team importance was given to ratings for selection of players while the Rest of the World team was selected on their recent form was taken into consideration. That Rajabov of lower rating forced himself into the team is a proof that he was considered to be the upcoming player of promise though his ELO points were low.

Other Highlights of This Match

1. These matches were conducted in the KREMLIN PALACE from September 8th to 11th Wednesday 2002. 2)Fischer played in the Second Board. That he has agreed to play below Larsan itself a strange thing and no doubt large amounts must have changed hands for the agreement, because Fischer defeated Larsen by 6-0 in Belgrade inthe earlier matches before. 3) All the Players were insured. But some players joked they should have insured each player from not losing in the game. 4) The Anand - Kasparov New York title events of PCA was telecast .. without a break. But in Belgrade inthe earlier events only the last round was telecast.

(In Sanghi, Hyderabad, India the Chess events were telecast live for longer time and commentary onthe games were poor.)

Second World Chess Championships
Hyderabad 9th-21st October 2002

The present day World Championship tournaments are different and Both are recognised. The first is FIDE world chess championship based on Knock out basis at the semifinal stages onwards and Alexander Kaliffman came at as the 14th World FIDE Champion on 28th August 1999. In this tournament. Kasparov considered World's Top most and Viswanath Anand the second top most did not take part. It is a strange event that the ELO rating of the World Champion was only 2628, but Kaliffman maintains that though he is not a very great player yet succeded in winning the FIDE World Championship.

"In 114 years of World Championship there were 13 World Champions. But I am

World Cup winners 2002
Viswanath Anad & Que Yuhan (China) with trophies

the 14th Champion. It you talk about Kasparov I don't mind it, but leave off Karpov who has lot of experience in law courts. Kaliffman has revealed his mind as above it appears.

But **we must accept that who ever participated and won the title deserves acceptance by all whether we like it or not.**

In January 2002 inthe FIDE championship Anand lost to Ivanchuk and Ivanchuk lost to a young 18 year old Rusian Panamarov from ukraine who succeeded Kaliffman as 15th FIDE world

Champion.

Now the other category the Second World Cup was conducted in Hyderabad, India. The first one was conducted in Shemiang China in September. Anand won the World Cup Championship Que Youhan (China) won it amongst the women.

Thie present World Cup was conducted in October 9th to 21st 2002 in Hyderabad, India, the same defended their titles and earned 46,000 & 24,000 dollars each.

In the first Round Robin of 6 players group there was an upset that Sasikiran (Tamil Nadu) India defeated Anand. Besides this 12 year Dronavalli Harika of A.P. India defeated the erst while 6 times ex-champion of Russia GM Maya Chiburdnidge. Further Meenakshi Subbaraman (21) who recently became an IM only the previous month

Meenakshi Subbaraman (21) Victory over Ex-World Champion Jhu Chen

defeated the World Chess Champion from China Ju Chen in 36 moves has boosted Indias pride to a new high. And GM Koneru Hampi the World Junior Champ in Girls was questioning to know what is a loss? Meenakshi lost in the quarter finals but drew her game against Que yuhan (China). And Humpy lost in the Semi final to Que Youhan (China) who ultimately won the Championship. Ivanchuk disappointed every body by losing in the first round robin group and made an early

exit!

Chief Arbitor Castro B. Abindo (Philippines) declared that 24 players participated in Men and 24 in Women. Theywere divided into 4 groups of 6 each to play the Round Robin and the first two of each group move to the quarter finals making total 8 in no. From this stage the Knock out starts till the finals. One must note here that Kasparov, Karpov, Panamarov, Kramnik and Kaliffman all from Russia did not participate but Ivanchuk (Ukraine) did.

Men

Quarter Finals :

Anand (Ind) beat Vladmir Malakov (Russia)

Alex Dreev (Russia) bt. Nigel Short (Eng)

Rustum Kasimazhanov (Uzb) bt. Jeong Chuvan (China)

Alexander Cheliavisky bt. Sergie Rublovisky (Slavikia)

Semi Finals :

Anand (Ind) bt Alex. Dreev (Russia)

Rustum Kasimazhanov (Uzb) bt. Alex. Cheliavisky (Russia)

Finals :

Anand bt. Rustum Kasimazhanov (Uzb) (1.5-0.5)

Prize Money :

Anand : 46,000 U.S. Dollars

Rustum : 16,000 U.S. Dollars

Women

Quarter Finals :

Svetlana Matavena (Rus) bt. Irina Krush (USA)

Koneru Humpy bt. LieRuffan (China)

Stefnava Antoneti (Bulg) bt. Wang pin (China)

Xue Yuvan (China) bt. Meenakshi Subbramanyam (Ind)

Semi Finals :

Stefnova Antoneti (Bulg) bt. Svetlana Matavena (Rus)

Xue Yuvan (China) bt. Koneru Humpi (Ind)

Finals :

Xue Yuvan (China) bt. Stefnova Antoneti (Bulg) (1.5-0.5)

Prize Money :

Xue Yuvan : 24,000 U.S. $

Stefnova : 10,000 U.S. $

Games in the Finals

PETROFF'S DEFENCE

White - Viswanathan Anand,
Black-Rustam Kasimdzhanov:
1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.d4 d5 6.Bd3 Bd6 7.0-0 0-0 8.c4 c6 9.Qc2 Na6 10.a3 Re8 11.Nc3 Bf5 12.Re1 h6 13.e5 Bc7 14.Bd2 Ba5 15.Bf4 Bxc3 16.bxc3 Nc7 17.h3 Ne6 18.Bh2 N6g5 19.Ne5 f6 20.Ng4 Qa5 21.Ne3 Be6 22.Rac1 Nxh3+ 23.gxh3 Bxh3 24.Nc4 Qxc3 25.Qxc3 Nxc3 26.Nd6 Rxe1+ 27.Rxe1 b5 28.Re3 Bg4 29.Bf5 1-0.

RUY LOPEZ

White - Xu Yuhua,
Black - Antoaneta Stefanova: 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 b5 6.Bb3 Bb7 7.Re1 Bc5 8.c3 0-0 9.d4 Bb6 10.Be3 exd4 11.cxd4 Na5 12.Bg5 h6 13.Bh4 Nxb3 14.axb3 g5 15.Nxg5 Nxe4 16.Nf3 Ng5 17.Bxg5 hxg5 18.Nc3 d6 19.d5 g4 20.Nd4 Qg5 21.Ne4 Qg6 22.Ng3 Rae8 23.Ndf5 Kh8 24.Qd2Re5 25.Rxe5 dxe5 26.Nh4 Qd6 27. Qg5 Bc8 8. Ngf5 Bxf5 29.Nxf5 Qg6 30. Qh4+ Qh7 31.Qf6+ 1-0.

Note : This World Cup event was sponsored by Andhra Pradesh in South India ready to spend 2.75 crores. It could go up to 3.15 crores of India rupees. For opening & closing ceremanies the expenditure were Rs. 3,900 per day as rent for Moghul Gardens. They spent for the podium at a cost of 1.34 lakhs as per medias reports.

For every occation there is an end game. As reported that was the expenditure on the media guess What could be the expenditure for 2 meals and Breakfast. Only 9 lakhs! It was considered too much. Knowing that only there were 6 photo graphers and 7 reporters and even at the rate of Rs 400/- per head it should not have gone upto the figure says one report. Out of 9.14 lakhs, the opening ceremony took 6,65,155 the next higher

expenditure on Mediamen was @ Rs. 9.14 lakhs considered as a fantastic figure beyond anybody's imagination, so they say?

There was an interruption of 4 hrs on Internet viewers who at the most could have been not much but 17lakhs is not proportionate even to consider the prestige of Internet. Then the man stopped the program for 4 hrs because money was not paid. It has not brought credit to any body, so they say.

On such occasions of Major events, it is strange that many closeup their differences and quarrels in the state organisations and sqeeze themselves into various committees giving a shock to others to wonder if the same gentlemen, who fell out and were engaged in internecine warfare amongst themselves in the matter of Association affairs, wonder the media.

Every time a major event is taken up in Hyderabad the association deteriotes into several pieces go into court and we see the AICF riding over the HCA like the road roller and pushing the association to a corner and conduct the affairs in its name.

Here its not a question whether Anand got appearence money or not, but most important is what if he had not agreed to participate? What would have happend to the World Cup Championship and Venue as Hyderabad. It is the young Chief Minister's initiative and humble way in which he had lent his hand to sports in the Souther State! Three cheers to the Chief Minister.

Then & Now

This book was started with the subtitle **'then and now'** and we proclained that the participants gave importance to fame and prestige but now it is money in dollars or Rubbles.

Those are the organisors who give importance now only to, their only concern is how much money is spent but no body is bothered how it was spent

or has it helped Chess in general or the player and Lovers of the game and how much is utilised to improve the conditions of the general players. What is the impact of this in schools? How many schools took initiative to send children to these far off places to see the matches which are located in isolated places. Have you allowed the media impartially to cover the events or have they patronized a few? has the state television and Cable TVs allowed to perform fully to their potential are the questions in the minds of the present day opinion.

If we conclude with "Then & Now" only there is no scope for the inside story of chess advanced to a better shape. We do not have small halls for conducting the samller events of chess, write books in local languages and printing them is a job unknown to the people.

The Associations think that their job is finished by getting a sponsor and spending the money unaccounted for it. Prizes are given and they walk away from the floodlights. There is a great lot of unfinished work including preventing people from going to courts frequently, because the organises are responsible for these and which is affecting the players.

There are some guidelines for the Association to follow and these have not seen the light of the day. But it is necessary to repeat in the Indian conditions which is the Inside Story of Chaturangam. The game sanctions slums; sometimes shows glamour and sometimes the dark lanes of impropriety.

They are in general

1) How many are paying the entry fee and is accounted for and put upon the board.

2) Elections are to take place as a matter of routine and not at the mercy of those already seated and want to retain them.

3) The game must reach the Talukas, District's and Villages and inter district competitions are held regularly.

4) When an event

takes place an Arbitor from the neighbouring state is to be nominated to conduct the event but not the one from the host state.

5) When major events are taking place especially in age group, the Local International Arbitor's residing in the city are to be asked to officiate as observers. Even the elections to bodies are also to be under the observation of these.

6) The International Arbitors are to be given opportunity to officiate in events without gap and given responsibility and involved in the local affairs. Revised Rules of FIDE are to be intimated to them invariably to update the Rules and not kept as secrets by some in the hairarchy of conduct of AICF.

7) Some complaints are frequently heard that there is fequent occurances of some players giving a lower age and participate in lower age group and benifitting and depriving the really deserving players for scholorships etc. It is necessry that serious efforts are made to eliminate this scourge from the chess arena.

8) There is a great void in the journalism of Chess. It is necessary to expose the journalists to Desk Top Printing force to the need of using Chess Software and improve the technique of printing larger no. of books in the local languages.

9) There should be a welfare association to the care of journalists, players, organisers and to those devoted to chess through most of their life, now not in affluence, to be taken care of by the organisation as in cricket and other games in the west.

This can be done (note) by asking the organizers and Sponsors specially to diposit some small % amounts of the welfare fund **before the event starts** and the rest only spent not at the end of event and then only can a substatial amount be accumulated and those in bad circumstances can be taken care of.

10) In the name of affiliation, fees are collected arbitrarily and discriminated depending on the organisation and its size. This should not be a business to increase your funds out of genuine part of collection of funds in a reasonable way to preventing people going to courts for protecting against this malafides.

11) Coaching& Foreign coaches: Young World prodigees like Hari Krishna, Humpy, Anand, Baruva and Sasikiran all of them had no coaches. They could establish themselves using their originality and stuff unknown to outsiders. But now there is a tendancy to appoint coaches from other countries to coach our younger generation to mature under the outside coaches. There is a lurking danger that the secrets of Indian games in Chess be known to others and passed on to the opponents in major events and these bright youngsters dissuaded from maturing on their own brand of Chess and not pressed into grooves dominated by coaches. We know the complaints of GATA Kamsky and Korchnoi, Who complain of Russians trying to influence their performance in tournaments indirectly. Nowadays any thing is possible in the International rivalries and it is felt that we keep the prodigees grow by themselves and use their own brand of chess tactics and remain as specialists in their own groups without the shadow of the foreign coaches specially Russians who have been complained against by Korchnoi that some Hipnotist was made to sit in the front row which effected his concentration while in Philippines. Gata Kamasky's open revelations of his rivalry with Kasparov and his attempts to effect his (Gata's) performance.

12) Players are to be encouraged to take risks in their games and supported when by chance they fail in their attempt against opponents and give them confidence that they are not judged by their failures only but the levels of performance agaist tough opponents. This is our present day

reponsiblity.

13) Chess & paper Media : News papers are known to write about Columns & Columns of the game with Cock & bull stories that had he played his knight to square g4 he would have won the game etc." Without the moves or the diagrams giving the position of pieces it is no use writing such stories like in fooball etc.

The reporting late of Chess games have now treated as reading matters like cricket, hockey, or football. This said that papers are reporting stories of the chess game and trying to impress the readers and lovers of chess game as though they are covering the tournaments truthfully by these misleading and purposely stories in chess games without moves or diagrames of position or pieces there. At least one important and interesting game need to be completely given with diagrams and moves.

14) Some organisations like C-DOC or Academics give free coaching and pick Jewels from chaff in chess and they go for age group tournaments to foreign countries. During the predeparture period some coaches try to impress that they are responsible for the success of the players who have fared well in the selected tournaments in the age group and try to get the media attention which is far from truth. These prodigees are brought out by these organisations and they are grabbed by these "claimers" after the victory in age group events outside the country. There is an urgent necessity to find out these cross country "Claimers" of coaching the prize winners.

15) Today the FIDE and chess organisations are depending on one rich man, a chess lover, a politician at young age and an industrialist no less than an international figure working for chess without bothering about protocol - Do you know who is this? The FIDE president Kirsan Ilyumnznov of a tiny State - Russia's Kamiska republic who is

Dronavalli Harika (12years) Win over ex 6 times World Champion Maya Chiburdenitze

GM Krishnan Sashikiran Win over Super GM Viswanathan Ananad

running this white elephant of chess game on his young shoulders and at last he wondered how long unless FIDE changes its policies and unite the players and professionals to understand the reality and work for the welfare of FIDE rather than their personal egos and interests. It is not too late for organisations to lessen their expenditure and **show** and build funds from the sponsors assistance in many of the tournaments.This applies to FIDE, AICF state and district associations etc who are more interested in spending the sponsors help in money rather than save same for the futrure of the organisation.

16) Regarding incentives of the order of Lakhs, it is better to say "assistance" Incentives are cutting into players pockets by the increased city fees and donors fesch which could be lowered and encourage promising players.

The writing is on the wall what FIDE will do if the president declares he can no longer carry the dead weight on his shoulders. This completes the Inside story Chathurangam(Chess).

Solutions to Problems

Problem1 : Key move R∝ meaning move the Rook to any square in the file +f1 to f6)

1. Rf6 (to f1) Kd8 forced

2. Rf8 Check and mate. easy!

Problem 2 : Key move 1. Qd4, the Black King if moved it has to kill the rooks at c1 or d1

1. If ... Kxc1 2) Qc3ch.mate

2. If..... Kxe1 2) Qe3 ch.mate

The other alternatives for Black is to move its Bishop.

a) 1. If.... Bg4+ 2) Bf5 discheck blocking check.

b) 1.... Bb3+ 2) Bc4 dis ch.mate

c) 1..... Be2 2) Bxe2 disch. & mate.

Bc2 3) Bxc2 dis ch.mate

Note : The White King has used the alternate moves of the Bishop to give a discheck accordingly White Bishop moves and gives disch. from Queen.

Problem 3 : The White Rook from e4 moves to C4 keeping the 4th rank under its control and also protecting the pawn at h4 besides blocking b4f1 diagonal (If Black Qxb4) and prevents check to the king. The Black Queen is trapped by the Rooks and is unable to help the King.

Problem 4 : 1) Qa3 Blacki King is forced to move to b1 - Kb1 2) Pawn promoted - C8=Q or R results in Stale mate c8=N does not help. So 2) c8=B Black K goes to c2 - Kc2 3) Bf5 ch.mate.

Problem 5 : Key Move 1. Rf4 not Rb4 though there is Symmetry Black replies.

1) Rf4 Bd4.2) Rb4.... a) if Kc3 or Ke3 or Bc3 or e3

3) Rf3 or Rb3 respectively ch.mate

If you think Rb4 is as good because of symmetry it does not hold.

1) Rb4 Bc3 2)Rf4 Bd4 3) Rb3+ Bc3 Blocking Ch. 3) Rf3+ Be3 Blocking the Check.

Problem 6 : Key move 1. Nh2

Black King has only 2 moves 1... Kxh2 or 1.. Kh4

if 1.... Kh2 2. Ra3 Kxh1 forced 3. Rh3 ch.mate

if 1... Kh4 2. Ra5 Kh3 forced 3)Rh5ch.mate

Problem 7 : 1) Qe7+ Kg6 2) Nf8+ Kf5 3)Qh7+ Kf4 (forced as if Ke5 or Ke6 N forks and takes the Black Queen. 4)Qd3 prevents check from Black Queen on White King if QxN(f8) Qf1+ X ray and Black Quen is lost and White wins.

Problem 8 : 1. Qxd2 key move Black has Nc6 or Nd6 2) Qe3+ Qc3+.

Problem 9 : Key move White Qa8, Black replies

1.... if b2 2)Kb4dis.ch.mate.

2.... if c3 2) Kxb3 dis.ch.

3.... if d4 2) Qh1 ch.mate.

Problem 10 : Key move White 1 Na8

if Black 1.... Kd6 2) Nb6.....

a) Ke5 3 Nc4 ch.mate

b) Kc5 3 Qc7ch.mate

Problem 11 : Key move White 1. Qg8 Black King has no move

a) except KxN (d4) white mates by Qg4 ch.mate

b) if Black Cxd4 (N) 2)Kd6 disch.mate

c) if Black.. h5 2) Ke4 dis.ch.mate.

Problem 12 : key move White 1. Qg1

a) 1 Qg1 Bc2 2) Qc1 ch.mate

b) if Black e2...e1 = Q/R/B 2)Qd4 ch. mate

if Black e2....e1 = N 2)Qe3ch.mate.

Problem 13 : Key move White 1. Bd3

1. Re2 Nf4 2) Rb1 ch.mate

Problem 14 : Key move White 1. Ba8

a) **1.Ba8 Nb6 2) Qxb6**

B ∝ (c2, b3, or a4) 3) **Qg1**ch.mate

b) **2.Ba8 g5 2)Qb7** any pawn of Black passes at f5 or g7 3)**Qh1**ch.mate

Problem 15 : Black first Rf7 1)Rxc6 Bxf4 2)Re6

b) Nb4 1)Qxb7 Rxf4 2) Qb6+

Problem 16 : Key 1.Bf6

1. Bf6 if Nd6+ 2) Rxd6ch.

if Qxb5 2) Qf7ch.

if Qe4 2) Qb7

Appendix-I : Some Opening traps - Old and New

1. Alekhine chatard attack - French defence.

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Be7 classical line **5.e5 Nfd7 6. h4 (Alekhine chatard attack or variation** - though popular for sometime it is now replaced by Winnawer Variation **3. Bb4**

Alekhine chatard attack offers a pawn to gets its Rook file open. Normally the game moves into **6.... Bxg5 7.hxg5 Qxg5** etc. **but here Black plays f6 7.Qh5+** (its a strong attacking move). Here **Kf8** is the safest and proper move for black but there is a great **temptation for Black to play g6** and attack the queen.

7. Qh5 g6 8.exf6 gxh5 9.fxe7 Qxe7 10.Bxe7 Kxe7 and Black king side is wide open and white gets the Rook pawn enprize.

2. Kishore - Bhima Row attack in Queens Gambit declined.

1. d4 d5 2.c4 e6 3.Nc3 Nf6 4.e3 Bb4 5.Nf3 Nc3 6.Bd3 Bd7 7.0-0 Ng4 8.h3 h5 9.hxg4! KishoreBhimaRow attack hxg4 10. Nh2 or Ne5 Qh4! 11. White can't save the N at h2 tries to get an escape for its king by f3 **11.f3 g3!!! Ng4 Qh1+ & mate.**

Instead of 11..... f3 white can play 1... Re1 but this also does not save the king **12. Qxh2+ Kf1 13.Qh1+ Ke2 14.Qxg2** and the position is week.

3. Queen's Gambit accepted - Don't try to hold on to the pawn

1.d4 d5 2.c4 dxc4 This Gambit pawn can be recovered by white any time, but Black tries to hang on it and gets into trouble. Though the saying goes best way to play against a Gambit is to accept it.

3. e3 b5 (supports his pawn to hang on) **4.a4 c6** (a6 is also there but then he sees his rook will be in danger if axb5 is played by white) **5.axb5 cxb5 6. Qf3** and Black loses his Rook or B or N if any one is interposed to protect the R.

Inexperienced players try to defend the c4 pawn by Be6 which is bad and it blocks the development of e7 pawn but it also does not hold as white can play, Na3 and get the pawn.

4. Pseudo Pin : This was shortest game of the 1936 U.S. open championship.

1. d4 Nf6 2.c4 e5 3.d5 Bc5 4.Bg5 (Pseudo pin Ne5!! 5.Bxd1 Bxf2ch.mate

Temptations galore over indulgence thinking the player has blundered around the N.

5. NOAH's ARC in Ruy Lopez

1. e4 e5 **6. Re1 b5**

2. Nf3 Nc6 **7. Bb3 d6**

3. Bb5 a6 **8. d4 exd4**

4. Ba4 Nf6 **9. Nxd4 Nxd4**

5. 0-0 Be7 **10. Qxd4**

(gotback his piece)

But after 2 moves white is lost

10. Qxd4 c5 11. Qd3 c4!!! Bishop is lost. Its a **very old theme called NoahArc yet** many have been **drawn into it** and **victimised inspite of its antiquity.**

This trap is known since **Ruy Lopez** got established but still Bookworms (Those who play Book moves blindly and automatically) strangely get beguiled by it.

Appendix - II : Indigenous Chathurangam of India

Extract from the Chess India - New Delhi

Contributed by ***Harippad Vamanan Namboodri, Harippad, Kerala.***

His report is reproduced in full.

A pecular type of blindfold chess was prevalent in India, termed **GoSai Chess.** It was the chief delightful pastime of the wandering Tribe known as a Gosayees or **Lada**. At one time a common sight in the pilgrim centres and popular streets of south India, the life of a typical Gosai was literally a journey, travelling from dawn to dusk, they slept in temple varendas, and cooked meals under the shades of huge banyan trees.

The Blind Chess, they played was a matter of wonder and curiosity to the on lookers. **Somewhere in the clothing they carried, they would have 64 squares painted.** During the period of halts availed for cooking and chit chatting, **they might be spreading the clothing. Chess pieces would be produced from Travel kits and arranged on the painted squares** properly on the clothing. Opening moves would be made as in a usual game of chess.

Meanwhile they might have finished their meals and start the usual walk carrying their belongings. **The game would not however be interrupted. It would be continued with each player communicating his moves to the opponent in the Gosai Chess language or in their own system of**

notation.

The squares in the Chess Board were numbered from one to sixty four. That is each square had a particular number. **Likewise each piece had a special name like "Deva Radha"** or **the Small horse on the side"** etc. one player might have said for example "I removed your horse in the 30th square with my Deva Radha" or so on. **At the end of a game stopping the walk abruptly, the chess cloth will be spread out and the pieces arranged to verify the final position as was the case whenever a doubt had arisens.**

The Gosai Chess game has disappeared with the gradual extinction of this nomadic race. Temple Verandas huge bunyan tree auditoriums and the leisurely people like the **Gosai and their chess are just distant memories in the speed stricken present age.**

Author adds : This is just what the author of this book is trying to convey that chess was an indegenous game of India and existed long ago without the help or shall we say the present day organisations and chess experts. India enjoyed the game as a family game in their house premises, unlike the present conduct of events in hotels and rented halls.

I think it is time the AICF & FIDE spend some useful moments to find the origin or birth of chess in various countries in the past age. Some research in chess?? Some veterans and experts may like to start doing research in chess and find new news!!

Appendix III : New Proposals in view of the Confirmation of Origin of Chess as Chathurangam in India

It is appropriate that some changes may be made in the name of the Federation FIDE/AICF etc. and also the structures of the pieces and some in the figurine notation of printing. These are minor but are worthy of serious considaration of FIDE and other National Organisations. As changes, are good for any organisation so long as they are towards the restoration of the heritage of the game which the great 3ks were trying to defend, earlier against the changes made by FIDE regarding the Period and calender of games for World Championships.

1) FIDE has become a familiar word to all in the brief form of Federation International Des Echecs. Since it is not framed from the English Languages, Echecs has been accepted while the otherwords are kept in our language. Most probably the use of word name of "Chess" could not justify its place in the sequence of words of the language. Had it been done it could have had universal approval. But now that the word 'Chess' has established this name in the place of "Chathurangam". It is necessary to consider whether if a change is to be introduced in the title FIDE, instead of the word Chess, Chathurangam could be introduced straight away as Federation International DES chathurangam and FIDE called 'FIDC'.

2) The heirarky of Ruling and administration of a country was established universally as Kings (Queen) Minister commander in chief of a few forces etc going down to the soldier. The fighting wings or arms were using Elephants, Horses till a decade ago but shifted to Vehicles using Petrol/Diesel like armoured cars and tanks etc. When we say Rook or Castle or Elephant is battling, it is only meant **that it is used**

as a transport for the warrior fighting either on an elephant, Chariot or a horse and nowadays .. air borne vehicles which were used in **old epics** of every country fighters fighting from sky.

So the Queen taking over the admistration of the Kingdom is not unusual and examples galore in each country. The generally accepted form is the Minister who is a guide, councillor and main administrater of the Country in ruling it under the instructions of the King (Queen) the recongnised heads of the country. So we confirm the king or queen as one head and the Minister(Manthri in Indian chess and vazir in middle east taking the place of Queen) as appropriate port folios of the Ruling system which is also now in use in every country and needs renaming the arms once for all. The place of Bishop in an army wing or Ruling clicks is an old Concept and hardly justifies its continuation and hence can be removed and right away and renamed as "commander" or a suitable "army chief". The castle is a word to be forgotten and replaced by Rook or armed vehicle etc.

3) The printing in books for figuirine notation creates problems for studying the game from one side. The figures of Pieces could be like in a pack or cards look where the king Queen & Jack alike which ever side it is placed or settled inhand but here in chess in the square.

This helps in playing the game from moves by two players sitting on either side of board or when you study the game from white side or Black side without the actual board and pieces but from the diagram itself. (It is not necessary to turn the board as for your convenience when you play black with the revised figures as in cards).

4) **The French Government has banned exhibition** of religious symbols which project religion in any form in schools. example wearing a turben (apply to sikhs of India

and scarfs, for muslim and cross for christians though not specifying).

Secular Begottery replaces Religious Begottery

This is no doubt a very good progressive secular move, no doubt subject to universal acceptance of all religious groups and civilizations and one wonders where it stops and to what extent the interpretation holds whether the said symbols refer to religion or fashion of the times.

I have not still recovered from the shock in 1944/45, when I along with 30 other students on educational tour were denied entry even as visitors into the Osmania Arts College, Hyderabad. We did not have the dress prescribed by the college administration i.e. sharvani and pyjama of those days by Nizam of Hyderabad.

In view of the above it is appropriate to consider the shape, the names etc of chess pieces also as described in paras above needs careful review and **necesary changes made and the sports material also should not reflect specific religions in any form** whether in play ground or Schools or Sportsmeets in an arena.

Desturbed Hornets nests of countries

The danger is it may even try to attack the "Mangal Sutra", the marriage symbol a legitamate right of a woman in Hindu / Budhist religions. Who knows where it ends and in what form. Also how other countries react and ban some religious symbols used by men including women in various cultures of the world **against the French Governments latest secular move. examples of possible future targets are the Tie and Suit worn by gents all over the World as a symbol of Christian religion because the native dresses of every country differs against the suit Tie culture, which is a fashion of the times but not a religious symbol.**

Appendix IV : Incentives, Assistance, School Classes

At present the players who rank in the first 3 places of state or nationals, in the younger age group usually get Rs. 300/- Scholarship for the year, renewable if he continues to get the place. Also private Banks give assistance to players performing at International arena for getting IM & GM norms. However SAAP of Hyderabad gives lavish awards as lakhs and lakhs 25 to 40 lakhs plus house sites etc, which is on the higher side of incentives. No body disputes if you can afford it and keep this policy equally applying to all sports. One may compare this to the nobel prizes or Bharat Ratna awardees etc. .. get these high awards, as the award has more value than the awards.

SAAP has lot to do in addition to these showering of incentives. The city has no halls for conducting chess tournaments and SAAP and SAI may well do it indifferent parts of the Country or State, so that the associations and players benefit by not depending entirely on sponsors who throw their weight on them. This needs a broad outlook and it is felt that incentives do not blunt the sharpnes in players.

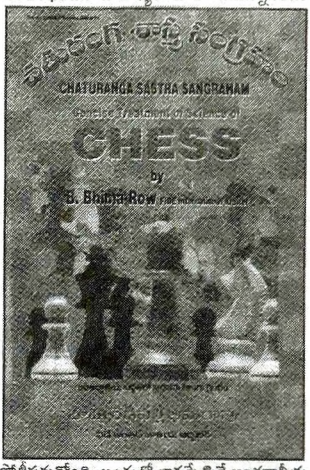
Performances : SAAP has to also took after not as often disciplines but also the infrastructures for chess by way of halls, clocks, library books and encouraging writers to write books and popularsize the game amongst lovers of the game apart from professionals.

పుటలు: 225 - వెల: రూ.60/- -ప్రతులకు: విశాలాంధ్ర అన్ని బ్రాంచీలు)

- చీకోలు

చతురంగ శాస్త్ర సంగ్రహం

తెలుగులో 'వ్యాకరణ దీపం చిన్నది' అన్నట్లే ఇతర శాస్త్రాలకు సంబంధించిన సాహిత్యం కూడా చిన్నదే. అయితే తొంభైల నుంచీ ఇతర అంశాలకు సంబంధించిన సాహిత్యం కూడా నేనున్నానంటూ



పోటీపడుతోంది. అందులో భాగమే ఫిదే అంతర్జాతీయ ఆర్బిటరు' బొమ్మిరెడ్డిపల్లి భీమారావు 'చదరంగం'పై సమగ్రంగా అందించిన కావ్యం 'చతురంగశాస్త్ర సంగ్రహం'. వృత్తిరీత్యా ఆకాశవాణిలో ఇంజనీరుగా చున్నలు పొంది పదవీ విరమణ చేసిన భీమారావు, ప్రవృత్తి అయిన చతురంగ క్రీడలో పాఠశాల స్థాయి నుంచీ గుర్తింపు పొందుతూనే వచ్చారు. చతురంగ క్రీడలో వందల మందికి శిక్షణ ఇచ్చిన భీమారావు, గుజరాత్ నుంచి ప్రథమ నేషనల్ ఆర్బిటర్‌గా ఎదిగారు. ఇక ఆయన పొందిన అవార్డులు, రివార్డులకు తొదువలేదు.

'చతురంగ' క్రీడ పట్ల అభిరుచి, ఆసక్తి వున్న వారికి భీమారావు అందించిన కానుక ఈ గ్రంథం. మన దేశంలోనే జన్మించిన ఈ మేధావుల క్రీడ, మనదేశం నుంచి పారై చివరికి మనదేశానికి రావడం ఆసక్తిగొలిపే పరిణామం. దాని పుట్టుపూర్వోత్తరాలు, చరిత్రలో అది ఎదిగిన క్రమం, ప్రపంచవ్యాప్తంగా ఛాంపియన్లు, 'చతురంగం'లో పేరుపొందిన మహిళలు, ఆంధ్ర దేశంలో చతురంగం, కంప్యూటర్ల ద్వారా చతురంగం నేర్చుకోవడం వంటి విషయాలు మొదటి అధ్యాయంలో వున్నాయి. ఇక 'చతురంగం' క్రీడా పరిచయంలో దీనికి సంబంధించిన అన్ని అంశాలను సోదాహరణంగా వివరించారు. ప్రాథమిక సూత్రాలు, నియమాలు, పేర్లు, బలగాల వీలువలు, నొటేషన్లు, చంపడాలు కదలికలు, రాజు తదితరుల నడకలు, దశలు, అంత్యదశలో ఆట కట్టించడం వంటి వాటిని కూడా ఎంతో విపులంగా చర్చించారు. ప్రారంభం ఎలా చేయాలో సోదాహరణంగా పేర్కొన్నారు. పోటీల నిర్వహణలో పాటించాల్సిన నియమాలు, వివిధ విన్యాసాలతోపాటు ఆవరణ యోగ్యమైన ఆటల్లో భాగంగా ఎన్నో మెలకువలు, 'చతురంగం' క్రీడలో ఎదురయ్యే సమస్యలు, ఫిడే సంస్థ గురించి, ఈ క్రీడలో ఆంధ్రప్రదేశ్ మొదలుకొని అంతర్జాతీయ సీమల వరకు విశిష్టుల గురించి ఎంతో సాధికారికంగా చర్చించారు. రష్యా క్రీడాకారుల గురించి ప్రత్యేక అధ్యాయం ఉండడం విశేషం. చదివించే శైలి, శాస్త్రీయ దృక్పథం ఈ పుస్తకానికున్న అదనపు ఆకర్షణలు. చతురంగ యుగ క్రీడాకారుడు బాబీ ఫిషర్ మొదలుకొని ద్రోణవల్లి హారిక వరకు పలువురి చిత్రాలను కూడా ముద్రించారు. 'చెస్' ఆడేవారికి, ఆడాలనుకొనేవారికి, చెస్ గురించి తెలుసుకోవాలనుకునేవారికి తెలుగులో ఇంతకన్నా మంచి పుస్తకం లేదంటే అతిశయోక్తి కాదు.

(చతురంగశాస్త్ర సంగ్రహం; రచయిత: బొమ్మిరెడ్డిపల్లి భీమరావు; పేజీలు:205; వెల: రూ.130/- (అమ్మకాల ద్వారా వచ్చే సొమ్మును చతురంగ క్రీడాభివృద్ధికి వెచ్చిస్తారని హామీ); ప్రతులకు: శ్రీరామా పబ్లికేషన్స్, 15-1-513, సిద్ధిఅంబర్ బజార్, హైదరాబాద్-12; పద్మా మహాలక్ష్మి పబ్లికేషన్స్, 2-2-647/212, జి1, సెంట్రల్ ఎక్సైజ్ కాలనీ, బాగ్‌అంబర్‌పేట, హైదరాబాద్.

- సి.హెచ్.లక్ష్మి

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Book Review of Telugu Version
Chathuranga Sastra Sangraham in Monica Publications
"Patrika" Issue May 2003 by Smt. C.H. Lakshmi

In Connection with Book Release Function Showing Author and other dignitaries in the dias

In Connection with Book Release Function Showing Mrs. B. Padma Mahalakshmi being falicitated after the book is dedicated to her

Appendix V : Tail Piece

V. ANAND

No.4, II Street,
Customs Colony,
Besant Nagar,
Madras 600 090

28.1.88

Dear Mr. Bhima Row,

Your challenge to the postal authorities have been met and I have received your letter.

I am extremely grateful to you for so much interest you have taken in following up my progress in chess.

With all the blessings from elders like you, I will be able to advance further in my chess career.

I thank you once again,

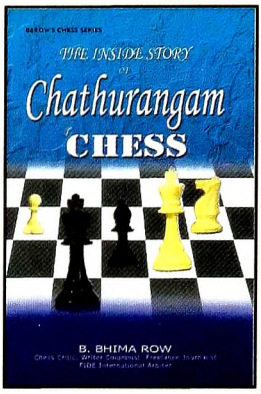
Yours truly,

Anand

(V. Anand)

When Anand became the first Grand Master of India, I just played a gimmick on the Postal Department, to know as a survey of how much the people are aware of Chess, its players, and their titles etc. The Author posted a letter as "Viswanath Anand - First Grand Master of India" India without address but with a postscript on back page - "It is a challenge to the postal department to findout with their chess awareness, deliver the letter to him, I am glad they took the challenge & delivered.

The postal authorities were promptly and profusely thanked requesting them to "Keep in touch with the Progress of Chess in India".



The inside story of Chathurangam (Chess)

A concise treatment of science of Chathurangam (Chess) a reference handbook for schools colleges and budding champions aspiring for world titles of age group competitions authored by the FIDE International Arbiter, Chess Critic, Writer, Columnist and Freelance Journalist. ---- **Mr. Bhima Row Bommireddipalli** of Hyderabad, (India.) Tel.: 040-27425962.

1. **WHO CAN USE THIS BOOK :** *Specially written after personal discussion with parents who are the first coach* for their brilliant aspiring children for age group world titles. The parents were moving from person to person regarding the functioning of organisation, their ever changing tournament rules and many items which required details which are all available in this book as desired by them. With this book in their hands they need not worry about chess buffs pulling their weight on the parents and their wards and become free from exploitation.
2. **WHAT IS NEW ABOUT THIS BOOK :** The book is exhaustive with photos and chess diagrams for typical, Instructive games and analysed by great masters and guidelines to improve your games and win tournaments step by step all right away up and up. Get hold of a chess clock right now and with this book Lo ! there is a great **GRAND MASTER** in waiting !
3. **FIDE AND OTHER NATIONAL / STATE ORGANISATIONS :** They started all their work sincerely with *"Gens Una Sumus" means we are all one family, but alas in practice it has been its reverse.* But chess is progressing inspite of it, becuase as the author seriously believes it is primarily a family game born in India which catered to the intellectual and family requirements of keeping the intellect of the nation at a high level besides enjoyment of keeping together the families in their homes.
4. **WHY SHOULD YOU BUY THIS BOOK :** Learn chess from an Indian perspective as the game has originated from India as Chathurangam in 500 C.E.

   Then why are you waiting, get hold of the book from the nearest Bookshop and push the wooden pieces over the Board right away to fame and international tittles.
5. **QUIZ MASTERS :** have been waiting all these days as regards the probable date of release of the book. So the book is ready, and it is now your turn.
6. **THE PRICE OF THE BOOK :** has been kept low so that it could be procured by all those interested in the game.